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RIB-ROCKIN' REVIEW

VIRTUAL BOY!
HOME VR IS REALLY HERE!

EXCLUSIVE!!
NBA JAM TOURNAMENT EDITION!
COURT SCORCHING SNEAKER PREVIEW!

WAR-WHAT IS IT GOOD FOR?
CANNO FODDER!!

DONKEY KONG COUNTRY
E RY SECRET LOCATION REVE ED!

INTERNATIONAL Nintendo LICENSED PRODUCT

GAME BOY

Nintendo ENTERTAINMENT SYSTEM

SUPER N ENDO ENTERTAINM SYSTEM

You've never seen anything like this before. Donkey Kong Country is the world's first fully-rendered video game. To produce it took 22 years work on 6 SGI work stations and one XL Super Computer. The graphics are 3-D. The playing arena is 32 megabit. The levels number 111. (No, that's not a misprint - one hundred and eleven). But the most amazing aspect of Donkey

For more information about this game, call or write to Nintendo UK Entertainment, Cor

IT'S TAKEN

22 man years,

32 MEGS,

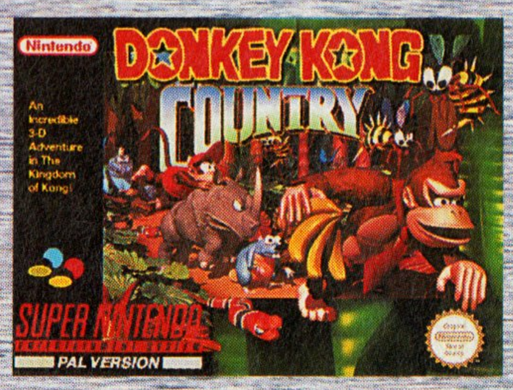
32,768 COLOURS

and 1 super computer

TO MAKE HIM LOOK THIS

GRUESOME.

Kong Country is that you don't need a 32 bit machine or a CD-ROM system to play it. Because Donkey Kong Country is only on the Super NES. So go and grab one now. You'll go absolutely ape.



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IN FOR THE COUNT!

Previously, all Boxing games on the Super NES have been six-stone, glass-jawed weaklings unable to stand up to even the lightest punishment - until the arrival of Nintendo's heavyweight challenger, Super Punchout, that is! Tougher than Tyson? More arrogant than Ali? Dafter than Paul Davies? Turn to our review on page 36 and find out.

SUPER PUNCH OUT!

PAGE 86

COMPLETELY HATSTAND

Yet more deviant game design from the twisted Konami stable, this time in the form of their latest spaced-out blaster Ultimate Parodius. Offering more downright stupid gameplay than ever before, and a greater range of idiotic spacecraft than in the ace arcade version, this truly is a shooter worth investigating. Which is exactly what we've done on page 86.

WHAT DEVILRY IS THIS?

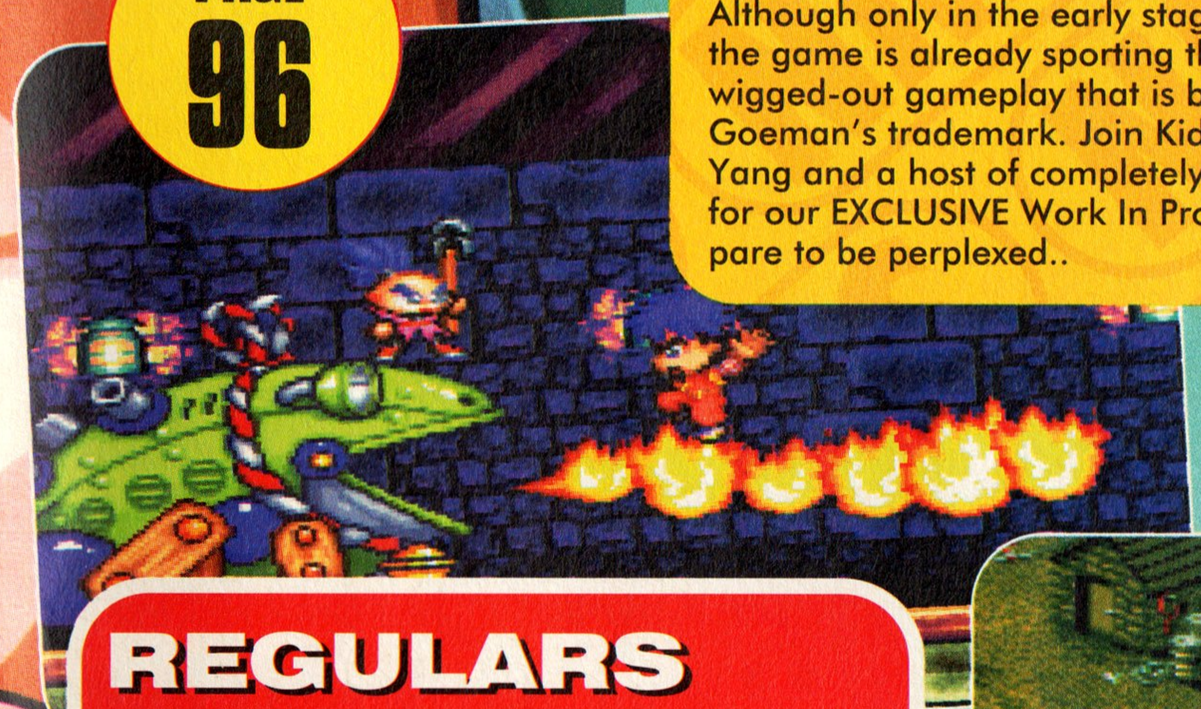
Ghouls n' Ghosts is one of the greatest platform games of all time. No questions. Demon's Crest is Capcom's idea of a sequel. Diabolical dynamite or devilish dog-log? There's only one way to find out...

PAGE 22

PAGE 96

GOEMAN GO...

Konami roll out the weird wagon yet again with the third in the fantastic Goeman series. Although only in the early stages of production the game is already sporting the sort of wigged-out gameplay that is becoming Goeman's trademark. Join Kid Ying, Doctor Yang and a host of completely new characters for our EXCLUSIVE Work In Progress and prepare to be perplexed..



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SLAM IN THE JAM

The best basketball game in the entire history of the universe - well that's what Andy thinks - is set to return to a multitap-equipped Super NES near you sooner than you think. NMS dons a sweaty pair of size 16s and goes courtside for an EXCLUSIVE first look at this sporting miracle.

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BEAT THE

C&VG
"...a combination of Road Rash, Mario Kart and FIFA...This is a game of skill and experimentation and it'll be months before you exhaust the tactics for success"
94%

NMS
" A thoroughly smart racing game that encourages some really devious play. An absolute must buy for speed demons with like minded mates"
92%

Superplay
"Don't bother waiting for Mario Kart 2, go out and buy this. We like it lots"
91%

vivid image

Ubi Soft ENTERTAINMENT

SUPER NINTENDO ENTERTAINMENT SYSTEM

UBI SOFT Ltd. Finchley House 707 High Road North Finchley LONDON N12 OBT Tel.081 343 9055

TRAFFIC!

STREET RACER

IT'S A RACE RIOT

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NMN

NINTENDO NEWS NETWORK

THE VIRTUAL BOY IS HERE!

Months of idle speculation were finally put to rest last month when, at the sixth annual Shoshinkai show, Nintendo unveiled their new 32-bit marvel - the Virtual Boy - and Nintendo Magazine System was there. Now we know exactly what it is, we're glad to put an answer to all the questions.

First of all, Virtual Boy is a stand-alone console - it is completely separate to the Super NES and Game Boy. The hardware is the result of a joint venture between Nintendo and Reflection Technology Inc. of Massachusetts. Nintendo developed the 3-D image immersion technology and Reflection devised the technology to make it all happen. The unit is being prepared for launch in April 1995 and is expected to cost less than £200 with software rolling in at under £50.

3-D Image Immersion Technology relies on 32-bit, RISC-based architecture and the use of two high-resolution, mirror-scanning LED displays to produce the kind of image standard televisions or LED screens are incapable of. All images displayed on this unit are red upon black. The result is something unique to Reflection and promises, according to the Nintendo press release, 'full depth perception and complete rotational movement for the cost of a traditional video game system'. More promising still are the comments made by the Director of the Media Laboratory at MIT (Massachusetts Institute of Technology) about the hardware, who said: "The cutting-edge technology developed by Reflection Technology has multiple future applications in the real world, such as telecommunications. Utilising this technology, Nintendo's Virtual Boy will provide players with a truly unique experience."

A truly unique experience, then? The initial batch of three games don't quite seem to match up to this potential including variations on Punch Out - 'Telero Boxer' - and the very first Super Mario Bros game, however the hardware itself does look extremely kooky. It's even stranger when you consider Nintendo obviously view their machine as a new portable, requiring six AA batteries, though there are accessories planned

We have until Summer 1995 for Virtual Boy to arrive.

EXCLUSIVE FIRST LOOK

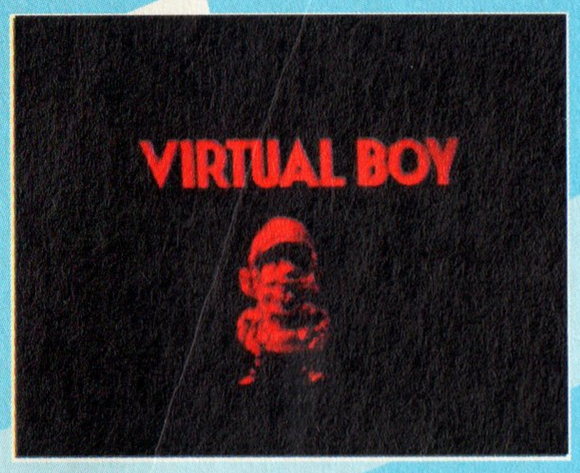
(ABOVE) When your Mum calls you for your tea now, you'll be able to ignore her 'cos, like, you'll be immersed in a Virtual World, man...

(RIGHT) Look familiar? That's because it's the first Mario Bros game except in three glorious dimensions and, erm, in one rather shameful colour...

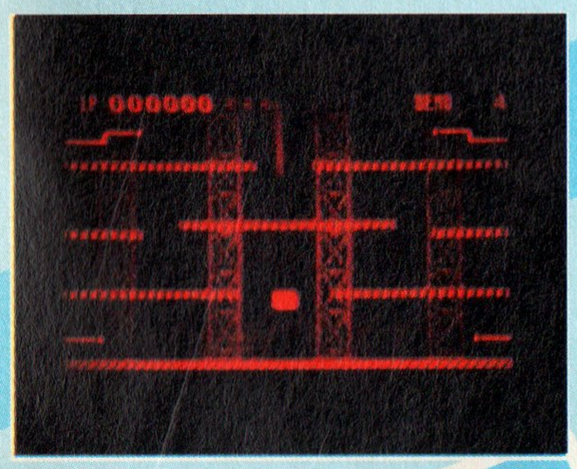
SHOSHINKAI SOFTWARE L

NEWS

This month we bring you the first ever report on the incredible Japanese equivalent of the American Consumer Electronic Show - the Shoshinkai Software Exhibition. Held in Tokyo, this is arguably a much more important event for those intrigued by the amazing developments taking place in the video game industry. This year's event was of special interest to the world of Nintendo as NCL (Nintendo Company Limited) had much to brag about. Though news surrounding the Ultra 64 remains closely guarded, with only a few secrets being let slip, Gary Harrod was there to bring back photographs and information to make any self-confessed Nintendophile drool with anticipation. Roll on 1995!



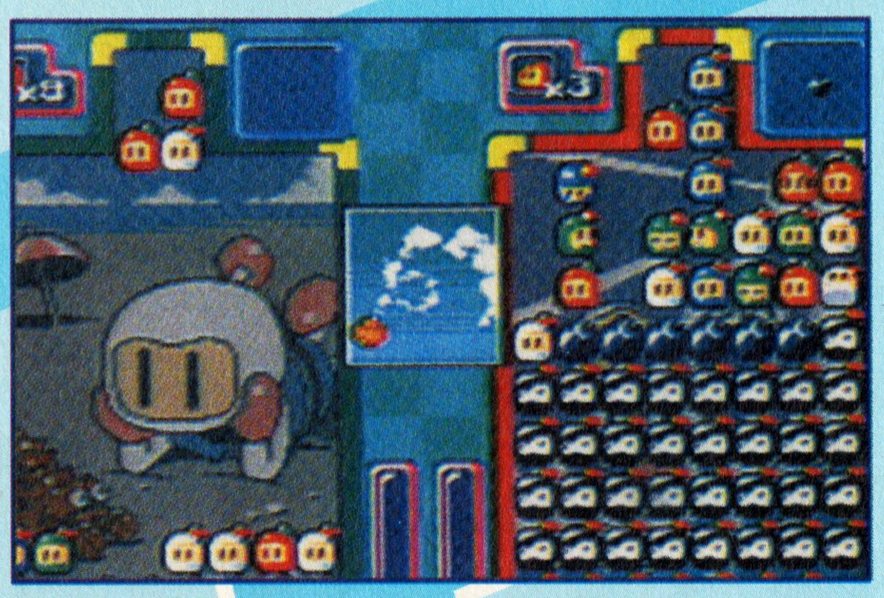
(ABOVE) This start-up shot demonstrates a little better how the 3D effect looks. Well, a little...



HUDSON HOARD

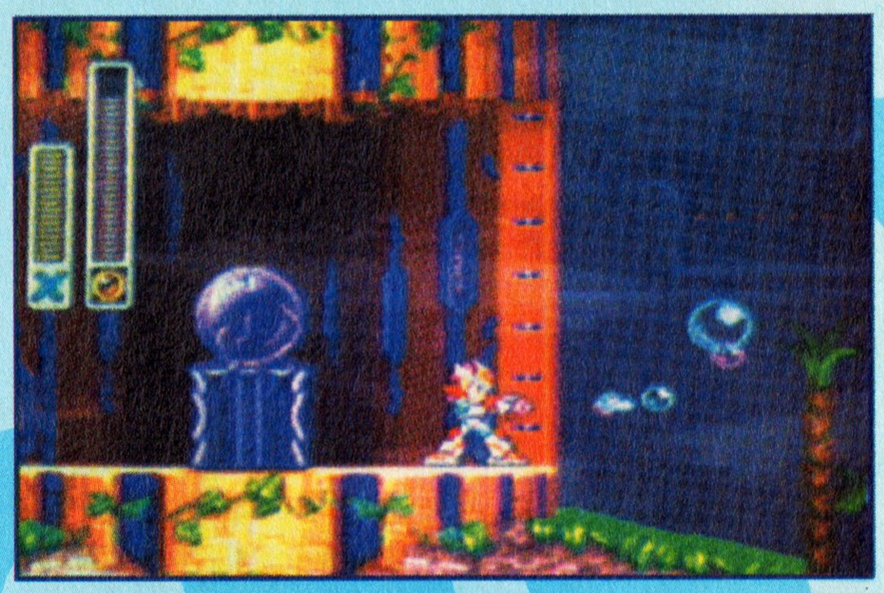
Bomber Man remains Hudson Soft's most popular character to date, and the Super NES is soon to be graced with two new explosive titles. Super Bomber Man 3 is the long awaited PC Engine game, regarded as the best in the series. In it Bomber Man gets to ride Kangaroo-like animals called Lui, each one with different abilities depending on their colour. It's a beautiful game. The other title is a puzzle game with Bomber Man's head as the pieces. By the looks of things this game's gonna play almost exactly like Konami's Crazy Cross reviewed on page 79. It's more than probable that both these games will appear as official releases later this year. So hooray for that.

(ABOVE) Are you ready to take to the backs of blue Kangaroos and plant a few bombs? We certainly are.



MEGA MAN DUETTE

There had to be a sequel to Mega Man X, but nobody expected Capcom to preview two! Along with X2, a continuation of the original series is also planned - Mega Man 7. It just goes to show how massively popular Mega Man, or Rock Man, is in Japan.



(ABOVE) Megaman returns for a load more of looks-alot-like-the-last-one action soon. Bet you can't wait. Zzzzz.

WORST TITLE OF THE SHOW AWARD...

...goes to 'Holy Umbrella'. It's a platform game from Naxat with Castlevania overtones and a bit of RPG on the side. Goodness knows what it's about but somebody obviously wasn't flooded with great ideas for this one!

TAKARA SHOCK!

Famed for their conversions of SNK beat 'em ups, Takara had a surprise in store for Shoshinkai. They've abandoned Robert, Terry and Ryo and focused their attention on a big budget RPG. We're not sure of the name but get the feeling everyone's going to know sooner or later as the artist involved in the project is extremely popular in Japan. So long as the game lives up to its stylish potential the buzz is sure to reach other shores and impress.

WANDER IN WONDER

Enix, along with Squaresoft, are renowned for their quality fantasy titles and chose the Shoshinkai to preview the sixth Dragon Quest game alongside two original adventures 'Wonder Project J' (featured in Gary's Gossip #26) plus another with a Japanese name none of us here can translate! WPJ is already being lauded in the Japanese specialist press so, with a bit of luck, someone should take notice and bring it over here.

EXHIBITION 1995

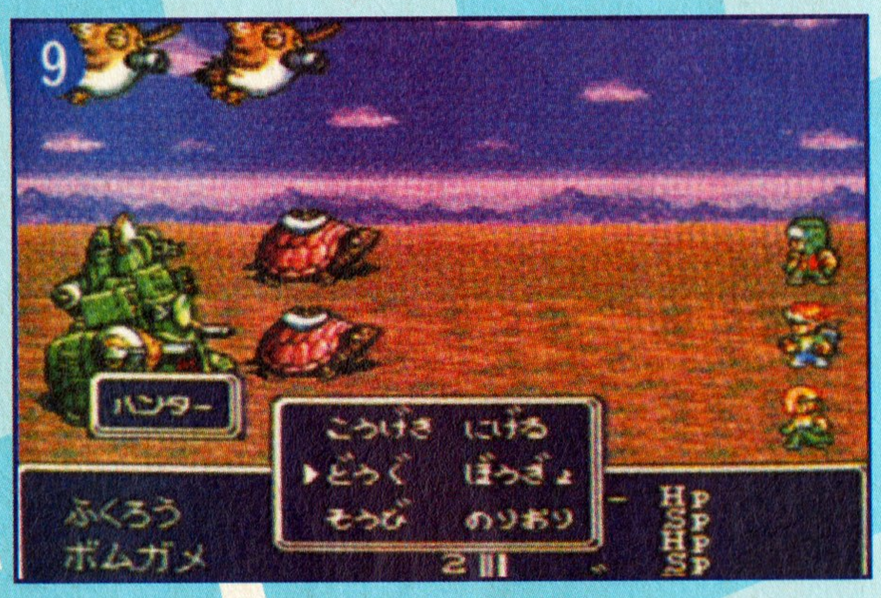
NEWS

GODZILLA SADNESS SHOCKER!

Fresh from the praise showered upon him in September, Godzilla is ready to have his name shouted from the rooftops again with the release of a Super Famicom game. As you might expect, it's a beat 'em up.

DATA EAST TO THE MAX!

Metal Max is one of those games people repeatedly tell you is a bygone classic. The same people have obviously been pestering Data East for a sequel in which the former action hero becomes involved in an RPG of sorts. It's good to see a company refrain from merely cashing in on what has gone before



POWER DRIVE CHALLENGE

US Gold's innovative rally cross game Power Drive is soon to have a competitor from Eastern shores in the form of Super Drift Out. Produced by an obscure company named Visco it is a conversion of a visually spectacular coin-op, perhaps the very same one that inspired US Gold's effort, and may well have the game play to match. We're keeping a cat's eye on this one.

HEBEREKE RUNS WILD

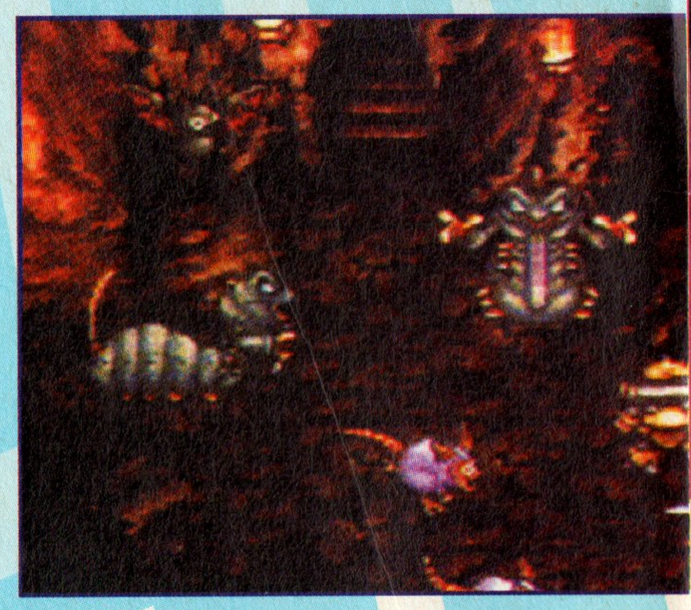
This persistent drunken fool Hebereke has wrangled his crooked way into a cool puzzle game and a bar brawl beat 'em up. Now he's trying to lose some weight in a colourful two-player race game for the Super NES. Nothing much was given away at the show about this one, other than the two-player mode is a split screen affair and that all the major celebs from the Hebereke series star.

NAMCO A GO GO

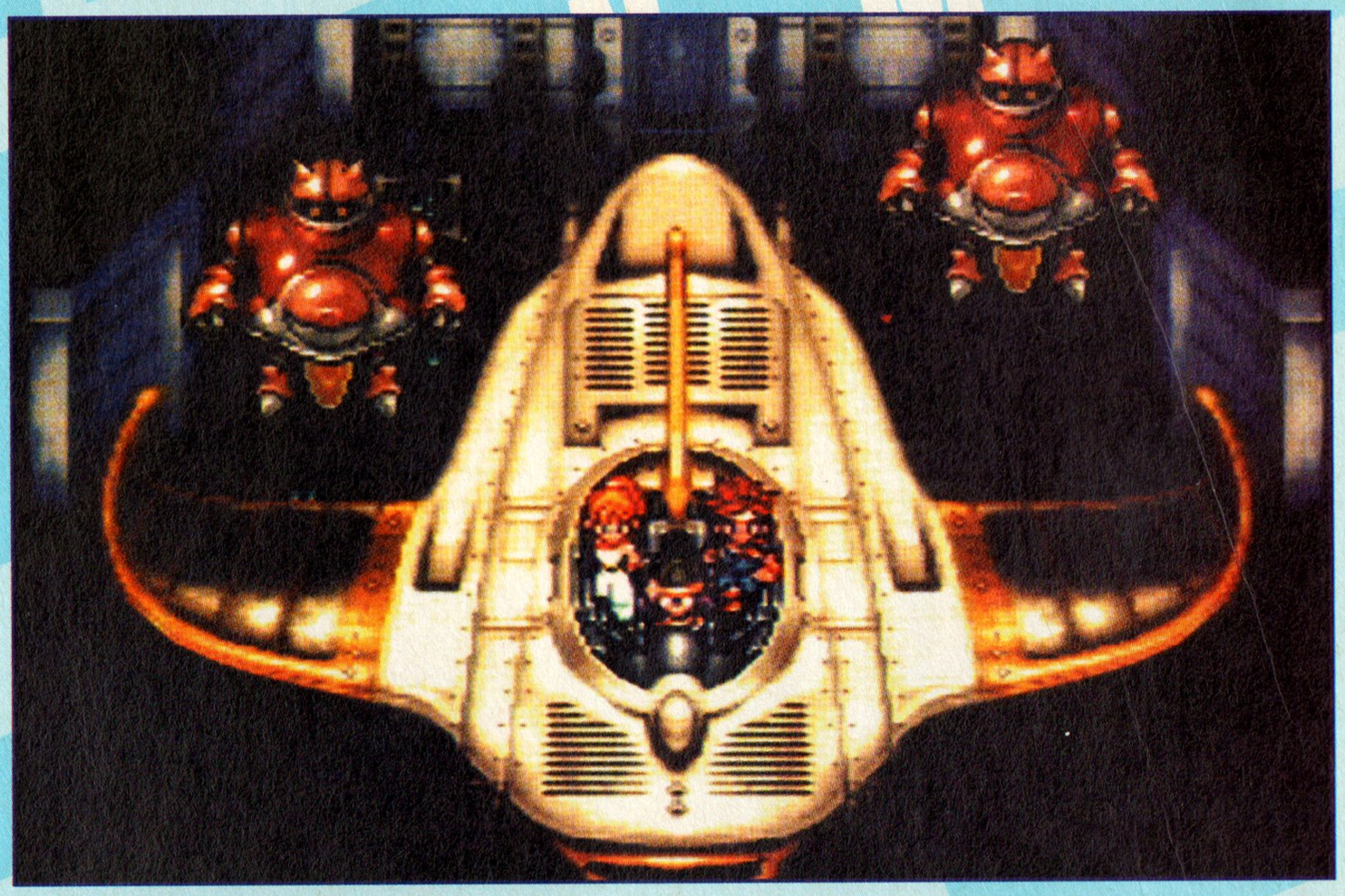
Software giants Namco, or Namcot as they are called in Japan, are going Pac Man crazy with three new titles to feature the notorious mouth with a mission: Pac in Time for Super Game Boy and Super NES plus Pac Panic on Super Game Boy. This alongside the recently released Pac Man 2 . Even their Baseball game finds the funky yellow funster making a guest appearance. Thankfully he's nowhere to be seen in Namco's RPG 'Talephantasia' where he's been replaced by beautifully drawn elves in breathtaking fairytale scenarios.

MORE FROM MANA?

Everyone ought to own a copy of Secret of Mana, released through Nintendo UK. It's easily the best looking RPG on the British market and it's tough too. Besides it probably isn't long until the sequel, Chrono Trigger, is shooting its way onto the shelves at Dixons. Set for release some time in early March in Japan, Trigger is a spectacular 32 Meg example of graphics that surpass any praise we can think of. Look at the pictures for yourself and see what we mean!
Also from Squaresoft is a more futuristic RPG in which armoured suits do battle in a variety of detailed wastelands. Named Front Mission it seems aimed at strategists more than those who enjoy exploration.



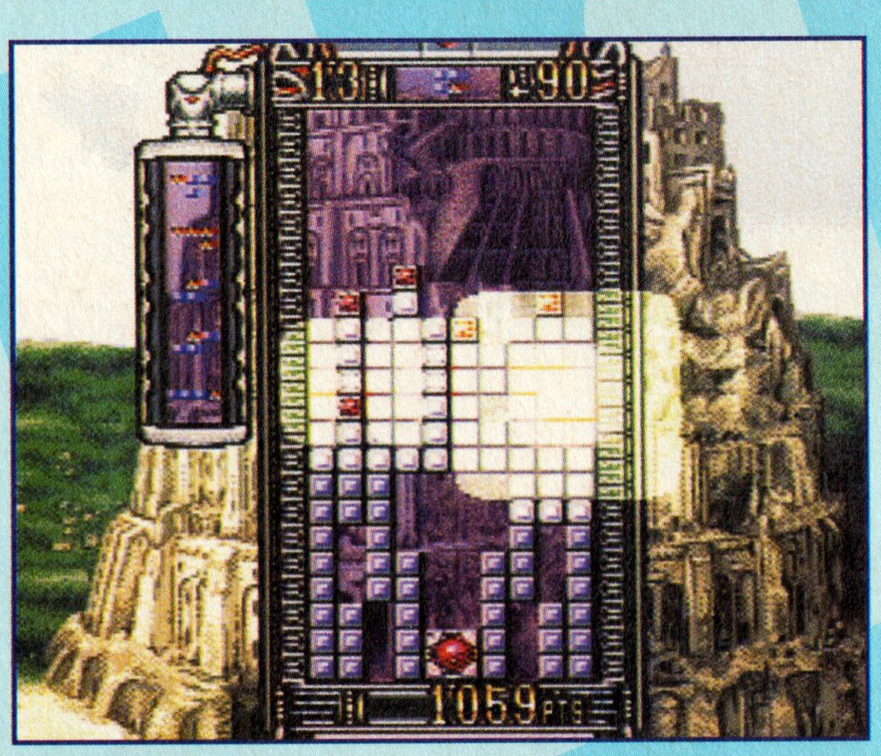
(ABOVE) You too can join in on a bit of small mouse-bullying action when Chrono Trigger finally gets released...



(ABOVE) Chrono Trigger. Truly graphics to die for. In fact we've already had a few deaths here at NMS. Still, not to worry, eh! More time for the rest of us to play.

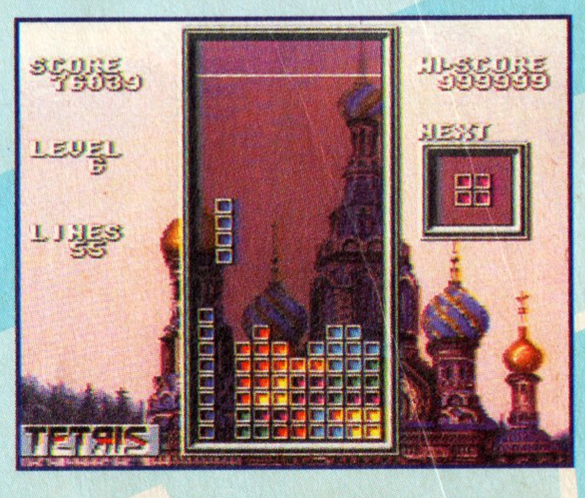
TETRIS FOREVER!

It's fair to say that Bullet Proof have practically lived off the success of Tetris since 1989. Deftly evading any comment on the rather poor racing games and RPG they had on show, we'd much rather have you all excited about the four-player Tetris frivolities in Super Tetris 3 and the awesome magical happenings in Super Bombliss. Stick to what you know, eh chaps!

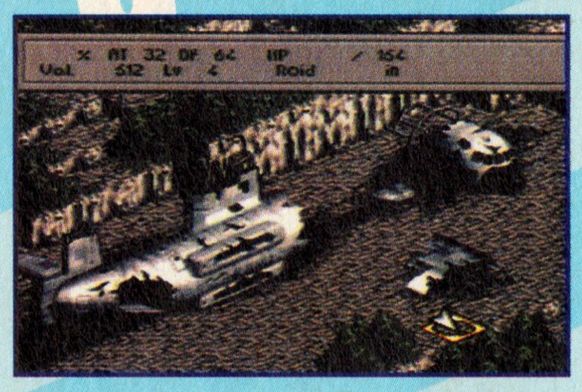


(ABOVE) Seems you can't find a good game these days that hasn't got bombs in it. This game has 'em in spades.

(BELOW) Tetris characters lose thier cartoon softiness in Tetris 3. Fancy your chances against any of this lot?



NEWS



(ABOVE) ...And when you've finished doing that you could always don a huge metal suit and indulge in a tidy bit of robo-bashing in Front Mission. Great eh!

NMS SHORT STORIES

LIMITED EDITION SUPER STREET FIGHTER II

Thought that would get your attention! Actually the only thing limited about the official Super Street Fighter II is that it is only available through Future Zone outlets. That said, there really aren't that many being distributed so, if you're determined to own a UK copy of this excellent arcade conversion, you know where to find it.

NINTENDO RUMOUR CONTROL

Nintendo Magazine receives countless calls from rumour monger each week. Each day for that matter. Usually the things stated are nothing more than educated guesses: 'did you know that Nintendo are working on a new Mario game for Ultra 64'. Hey, no kidding! Well to satisfy some of our more inquisitive customers here are some facts:

Ultra 64

Nintendo have confirmed that they intend to release a CD unit for the Ultra 64, though the new console is still cartridge based. This indicates Nintendo's desire to keep ahead of the so called 'multimedia' explosion.

Super Wario?

Wario has stolen some of Mario's spotlight with Warioland on Game Boy and Wario Woods on the NES. He's even shared centre stage with Mario on the Super NES already in Mario vs Wario but the next platform game intended for the 16-bit machine is purely his own. Oh goodie!

Mario and Zelda RIP?

It's unthinkable and highly unlikely but Nintendo are yet to confirm any Mario and Zelda developments for Ultra 64. Then again thousands of people are yet to confirm that they shall be partying in Trafalgar Square on New Years Eve. All or none of these things may or may not happen.

NEW CASTLEVANIA GAME X-PECTED

It's been a long time coming but a new Super NES Castlevania game is on its way. Imagine the possibilities! Castlevania III was one of the first games ever on the Super Famicom and it's still excellent, so this one's sure to be a winner. Actually we've a pretty good indication of what to expect because, rumour has it, the game is largely based on last year's PC Engine title, Castlevania X, which is an absolute stunner. With the Super NES hardware delivering the goods this may well turn out to be action game of the year. Can't wait!

BIGGER THINGS EXPECTED FROM SMALL PACKAGES

You may only have just bought the original Micro Machines for your Super NES, but Sony already have the sequel under development! There is already a Micro Machines 2 on Sega's Megadrive, but there's every likelihood that the Super NES version will include even more extras. Mind you it's still along way off, so don't get too excited yet!

ATTENTION

BIG

GAME

HUNTERS

Nintendo®

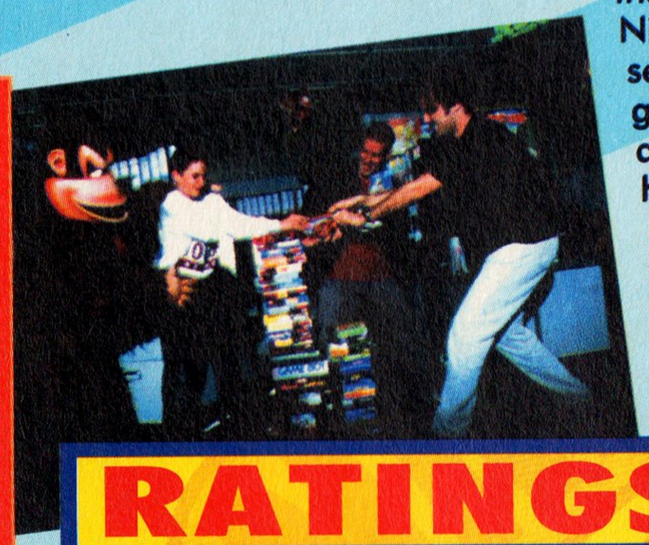
PEOPLE SYSTEM

I could waste the small amount of space I have this month by going on about what a fantastic issue you have just bought. If I had the space I could make mention of the great gift we have on the cover - a Street Racer guide featuring maps and tricks from the makers of the game themselves. I might then, time permitting, tell you about some of the great reviews we've managed to crow-bar into this already packed mag - like Demon's Crest, Cannon Fodder, Biker Mice, Super Street Fighter 2 and this month's cover game, the amazing Super Punchout. It's a good job I didn't do all that because, by now, I wouldn't have much space left to direct your attention to some of our EXCLUSIVE previews such as Goeman 3, Spiderman Animated Series and NBA Jam Tournament Edition. Nor would I have time to tell you about all the great stuff you could win by entering one of our brilliant competitions. Yep, it's lucky that I didn't waffle on about any of that otherwise, some time about now, I'd have run completely out of spa...

ANDY

KID SPAWN

I don't know! You spend your life scrimping and saving, demeaning yourself in crap jobs and waiting for your Great Aunt Mabel to croak, just so you can get the money together for that new Super NES game you've been wanting for so long, then some lucky sod called Alex Norton rings up the Nintendo Hotline, just happens to be their millionth caller and wins his height in glorious Nintendo games! Makes you sick doesn't it? Yes it's OFFICIAL, 14-year old Alex of Shrewsbury is the jammiest git alive. In fact so envious were we that we just had to go down to Nintendo HQ and meet him for ourselves - just to have a look at his great selection of prizes, not to try and rob 'em off him or nothing. Honest! By our reckoning the 2 millionth call will occur in just under four years, so buy a £3000 phone card, eat yer greens and keep your feet in a bag of peat and, who knows, next time it could be you!



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FRUGGIN' DEP DESIGNER: MC PETESKI AND THE FUNKY BUNCH
FREAKIN' DEAD-HEAD: THE GRATEFUL BUFTON
OVERSEAS CORRESPONDENT: WARREN HARROD

THANKS TO:P. McLean of Ealing who rang up and made a pain of himself over something or other. Chase Farm obstetrics dept. Plok for being just about the coolest but most under-rated game character ever invented. Virgin Interactive and PR miracle - Harvey Backshall, JVC and Hudsonsoft for their marvellous hospitality, Mr Minagawa of NCL and NCL themselves whilst we are about it. Also thanks are due to Warren Harrod for being a major eastern dude and showing everybody around. Okay, seeing as it's the last issue this year - thanks to all you loyal NMS readers that have made NMS what it is - the Greatest Nintendo Magazine on Earth! There, I've said it! I'm going off to be sick now...

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RATINGS GUIDE

90–100 — ANY GAME SCORING 90 PER CENT OR ABOVE IS IMMEDIATELY AWARDED THE NMS SEAL OF QUALITY. THESE GAMES ARE NMS RECOMMENDED AND ABSOLUTE MUST BUYS.
These are brilliant games. These games are the cat's whiskers, the creme de la creme. Camp out all night to be the first to own these games. Fight, cheat, utilise heavy artillery, Inter-continental Ballistic Missiles. Anything! Obtain these game BY ANY MEANS NECESSARY!

80–89 — Just a bit good too. Great games with great features that lack that extra "certain something". For example a great racer with no two-player option or a truly awesome shoot 'em up with too few stages.

70–79 — A thoroughly "nice" game that fulfils all expectations without pulling any real surprises. One for fans of the type, perhaps.

60–69 — Now we're straying into that gloomy area known as mediocrity. Not bad. Definitely not great. Not alot to celebrate really.

50–59 — Distinctly average. Average graphics, average sound, average gameplay. Hardly worth the bother.

40–49 — The sort of games you find in the Bargain Bucket at your local video shop. Still in pristine condition because nobody wants them. Don't let their £5.99 price tags tempt you.

30–39 — GAMES SCORING BELOW 40 PER CENT ARE IMMEDIATELY AWARDED THE NMS KIPPER OF COMMISERATION, THE ACKNOWLEDGED BENCHMARK OF BADNESS
Surely technology has progressed far enough that games like this are an actual impossibility these days? An abomination.

20–29 — Come the revolution the makers of this game will be first up against the wall for crimes against humanity.

0–19 — And the person who says that games in this category are so-oo bad that they're actually good will be next against the wall.

A WALK ON THE WILD SIDE

JURASSIC PARK

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PART 2: THE CHAOS CONTINUES

SONY ELECTRONIC PUBLISHING

ocean

DOLBY SURROUND™

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GAME BOY

SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION

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PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

It's a tough life being a super hero. At the drop of a hat, the entire civilian population will expect you to fight and fend off near certain doom from all manner of crazed and confused super villain. But, hey it pays the bills, and you can't say that jobs wearing tights and masks are ten-a-penny these days. Based on the animated series set to hit our tellies in the not too distant future, Spiderman: The Animated Series is also web-slinging its way slap bang into a cart thanks to those Acclaim bods. In the plot, Spidey is almost forced from early retirement by the breakdown of security at the Vault, a high security installation specifically for super villains. So will the fella sporting the figure-hugging mock web-effect cycling suit please step forward? Spidey, you're our only hope...

SPIDERMAN

Exclusive®

THE ANIMATED SERIES

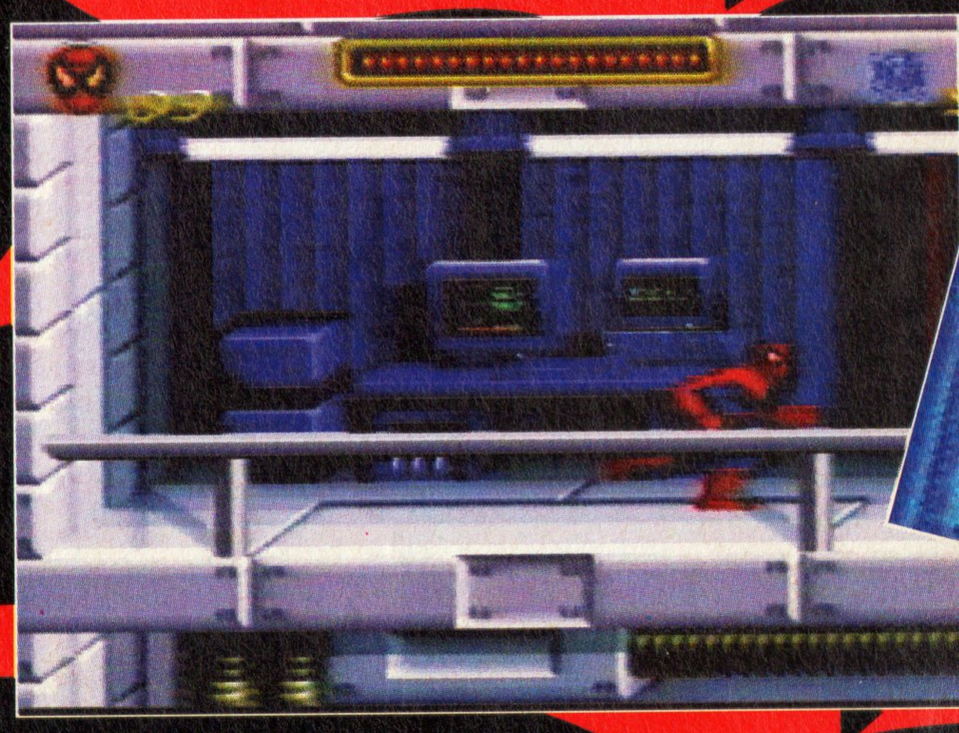
THE REEL SPIDERMAN

Long gone are the days of Saturday morning cartoons put together with a stack of felt tips and some sticky tape. Oh no madam. Batman: The Animated Series has already received the revamping treatment, and now we can expect a new arrival on our shores slinging some serious web action! Undertaking the project themselves, Marvel will recreate the baddie-beating extravaganza of the original comic strip hero with heartily beefed up design and animation, all with the help of the latest technology. Due out now Stateside, it shouldn't be too much of a wait 'til he's swinging across our own TV screens. Yikes!

SUPER SPIDER SENSE

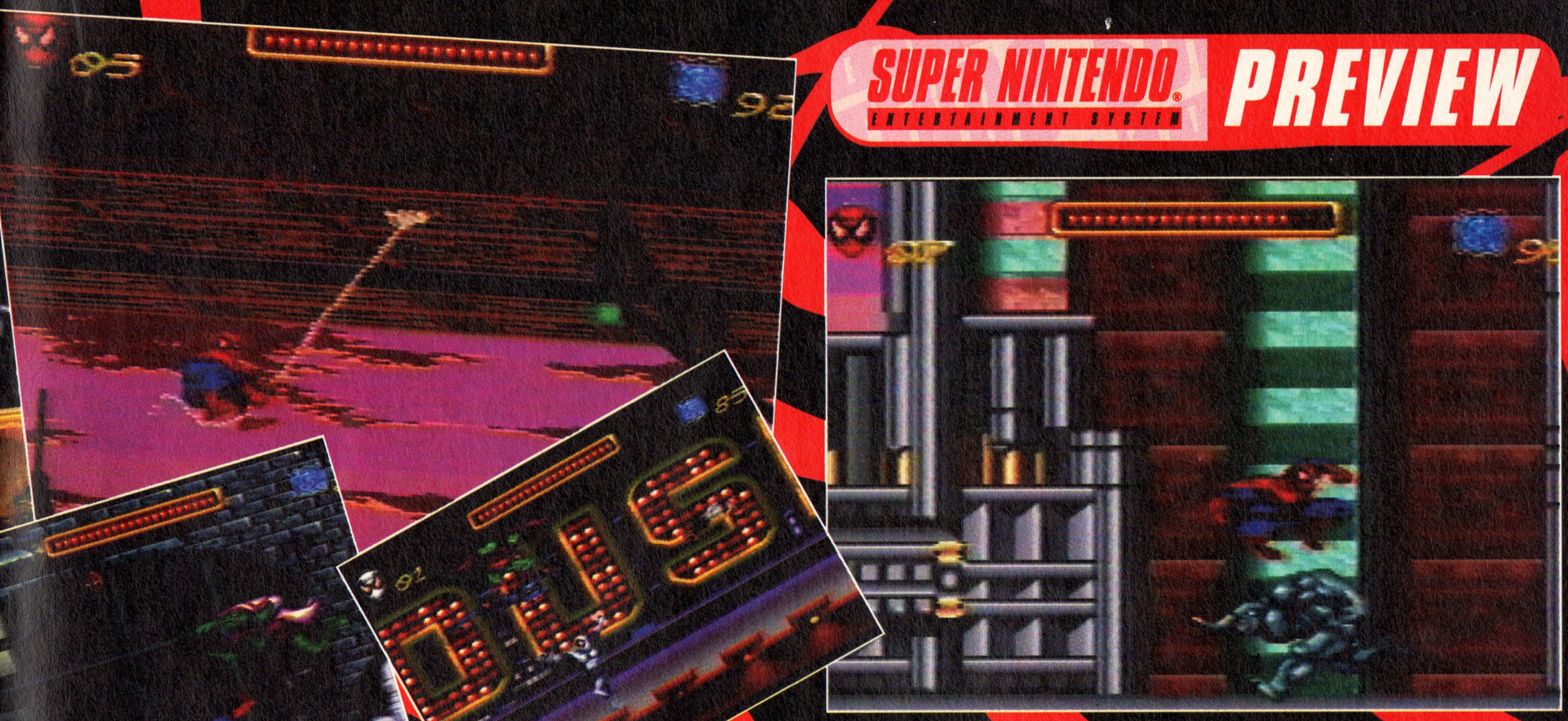
In a whole new direction for Spidey and his super-duper arachnid powers, the lad in latex can now change into a brighter then bright Hyper Spiderman. By locating one of the bonus radiation capsules, Spiderman's habitual cerise and royal blue attire transmogifies into a glowing white adding extra clout to his moves and grooves.

ALL NEW WE
FEATURING S
PETER PARK



SUPER NINTENDO ENTERTAINMENT SYSTEM

PREVIEW



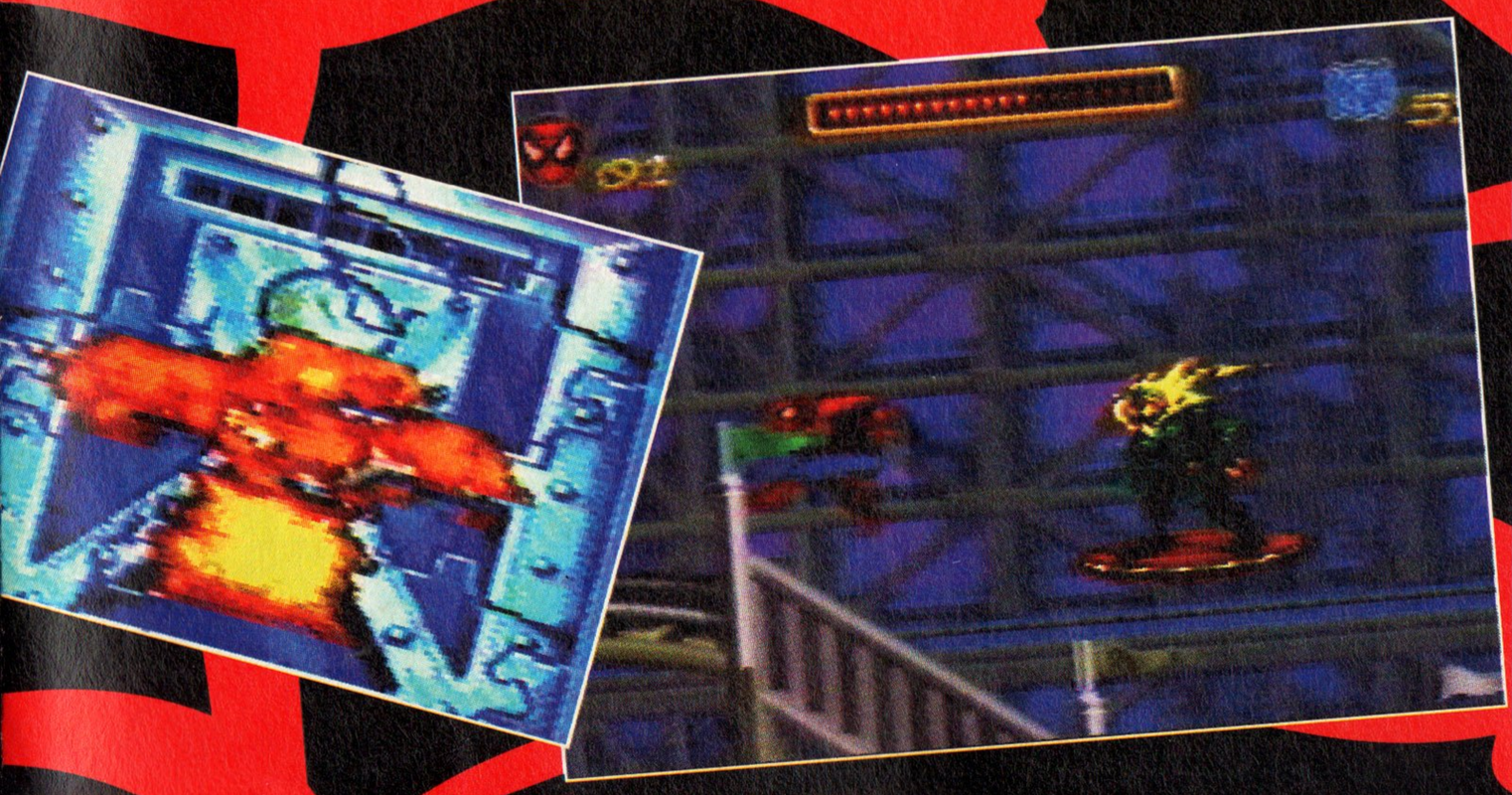
THE ULTIMATE MENACE

Spidey's gonna have his work cut out rounding up the escapees. Among this motley crew dwell some of the greatest and most feared enemies known to Marvel historians – Rhino, Lizard, Dr Octopus – but at the heart of the operation lies Spiderman's ultimate alter ego, Venom. Taking the initiative, Spidey takes the fight to the escapees. Tracking them to their various lairs, firstly he must confront the various cronies before knocking on the door of the big cheese himself.

FEATURING THE FANTASTIC FOUR!

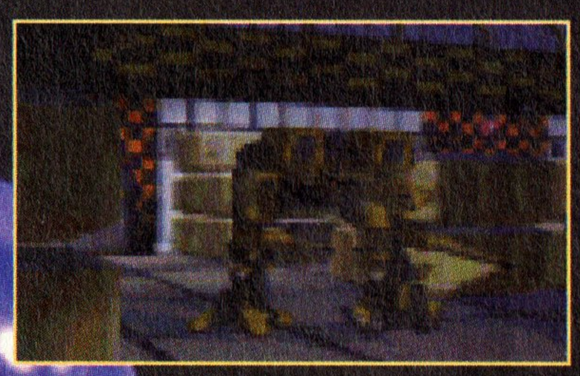
Wolverine's got his claws, Captain America's got his shield, so it's about blimmin' time that our web lobbing chum had the benefit of some extra tools of the trade. In the course of his exploits, secret bonus rooms are to be found for the more adventurous spiderteers. In said rooms, Spidey has the opportunity to load his pockets full of ace grenades. Aside from keeping tabs on supplies, Spidey also has the option to bring in the Light Brigade in the guise of the Fantastic Four, and in toe their secret powers. Once summoned Mr Fantastic, the Invisible Girl, the Human Torch, and the Thing jump to action taking out any offending foes in Spiderman's path.

WEB-SLINGING ANIMATED ACTION: SPIDEY'S GREATEST FOES! TIGHTER: MASK AND TIGHTS ACTION!



PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

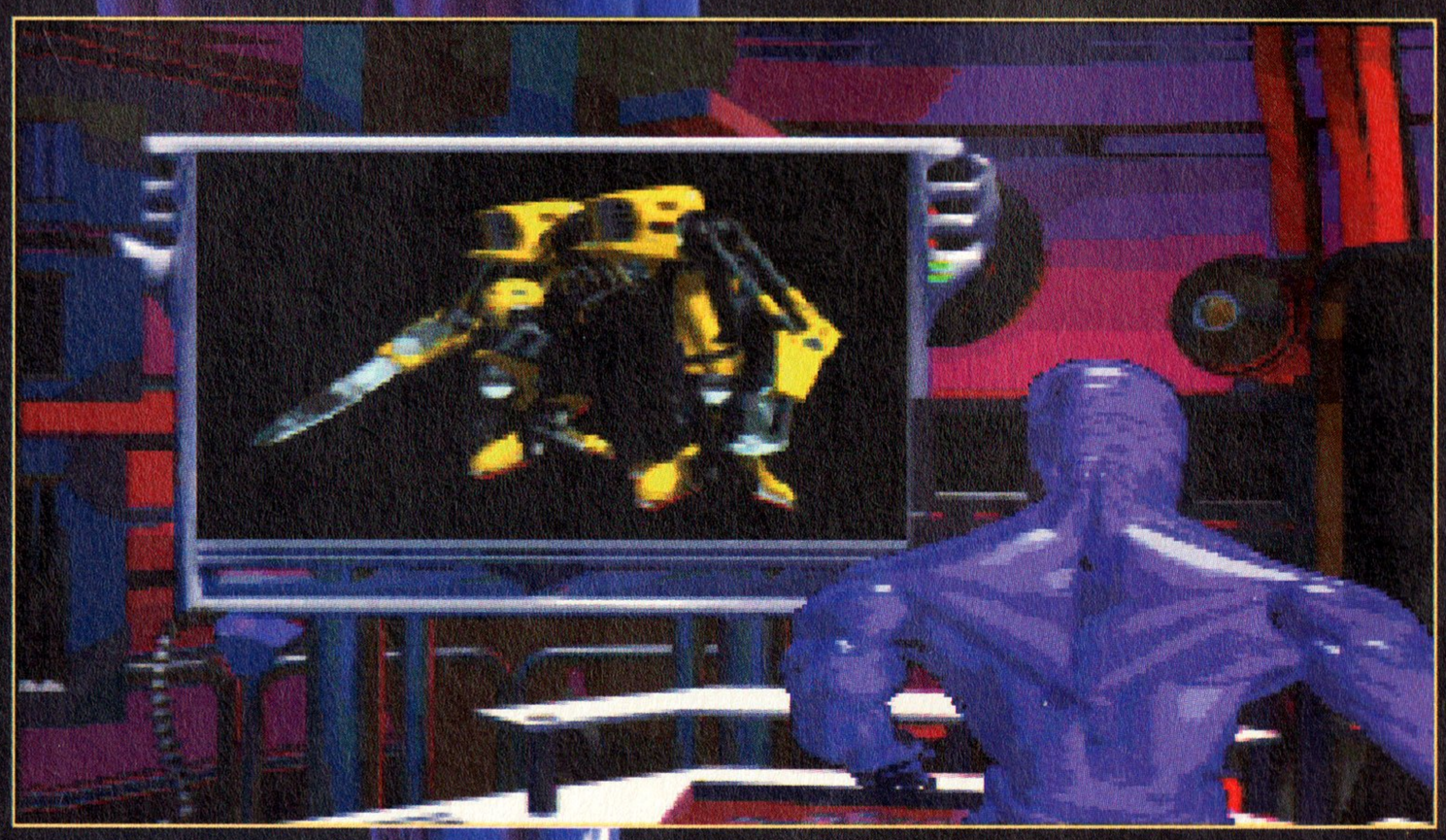
Being first isn't really a claim Mirage have the right to with Rise of the Robots; at least not in terms of creating the first intelligent beat 'em up on the Super NES, or any other format for that matter. Street Fighter II got there first, right? Neither are they the first people to introduce a fully rendered game - Donkey Kong Country already exists in all its finery. What's more it's doubtful they'd be the first to admit it.



RISE OF THE ROBOTS

In spite of it all, 'Rise' still has many factors worth bragging about: It features Brian May on guitar for one thing, though only on the music used in the attract sequence! It's also one of the few games being honoured by some form of independent literature release, in this case through Penguin Publishing. There's even a coin-op planned this month, released through Bell Fruit. In content, however, 'Rise' looks like being pretty pedestrian.

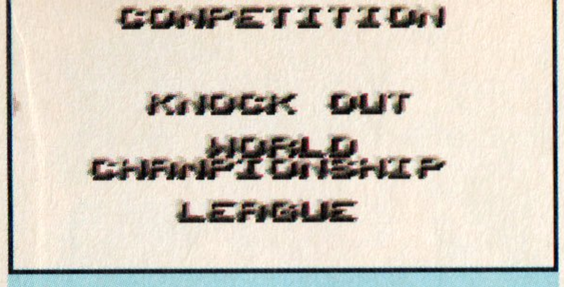
YOU'VE PLAYED THE GAME... ...NOW READ THE BOOK!

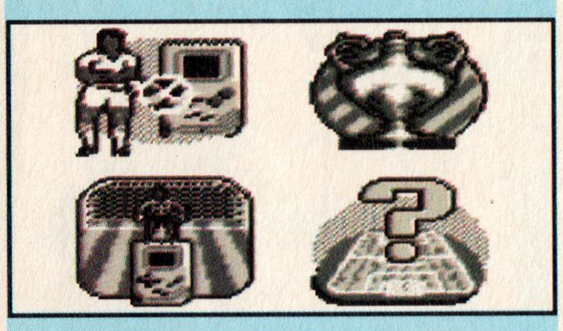


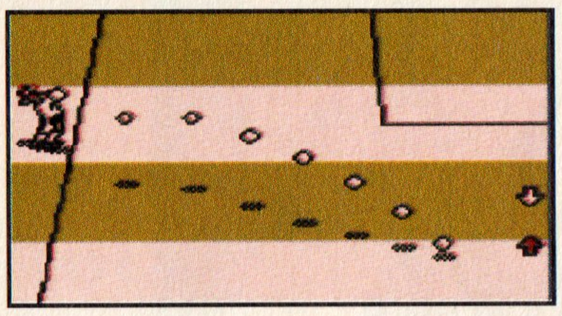
I ROBOT

Cyborg, a cyborg, is the star of the game and it is this character who player one adopts as his own. Even in two-player games there is no option but to stick by Cyborg's side. There are three modes of play: One player Mission, One Player Training or Two player. The Mission leads Cyborg through confrontations with seven other techno monsters, the leader of which is a T 1000 styled creation known as the Super Visor. Her counterparts are a motley crew of security droids and maintenance machines that patrol the Electrocorp complex over which the Super Visor presides. In Training or Two-Player competitions, Cyborg is matched against a choice of CPU or human controlled droids.

Rise of the Robots is available now and is distributed through Acclaim.







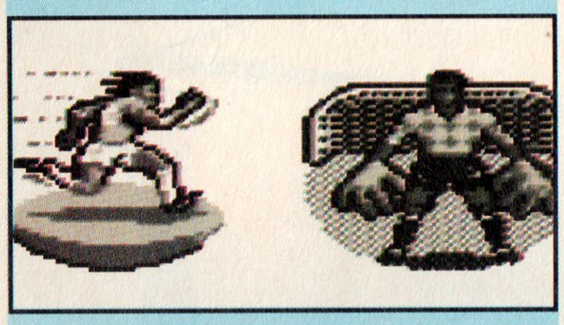
GAME BOY PREVIEW

There seems to be a trend, amongst developers of Soccer games, to produce a game, show it off around the industry and then bury it without trace until such a time as it is almost completely forgotten. Such is the story of "Soccer", Nintendo's latest Game Boy, well, Soccer game.

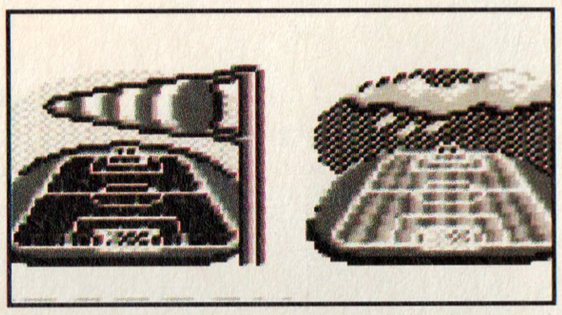
SOCCER

MARVELLOUS WHAT THEY CAN DO THESE DAYS

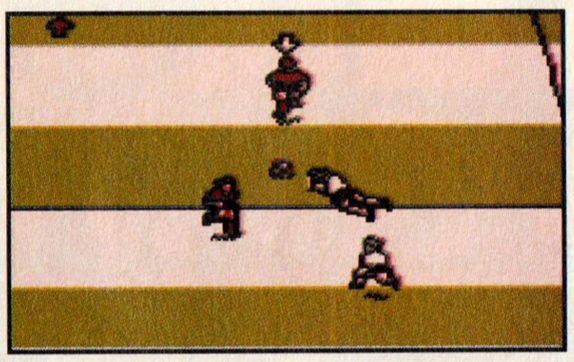
It first appeared in our games drawer about a year ago under the title of "Striker" from Elite. As I say, that was yonks ago and nothing was heard of said product until it mysteriously reappeared sporting a different, highly unoriginal title and a new lick of paint thanks to its all-new Super Game Boy compatibility. The game itself is out in time for Christmas and reached our offices in time for this mini preview...



(ABOVE) Well, I don't know, you could write a load of funny captions about a man running towards a bloke with big hands. Shame I can't think of one, eh!



That the programmers have managed to cram so much into this tiny cart is something of a marvel. Not only do you have the choice of 24 International teams but you may also tweak the weather conditions, alter game speed, duration, effectiveness of your goalie, choose from an array of strategies and even weight the fairness of the game for or against you, depending on how hard you think you are. In fact the only thing the programmers have left out is a two-player option. Bah!



Mr NUTZ

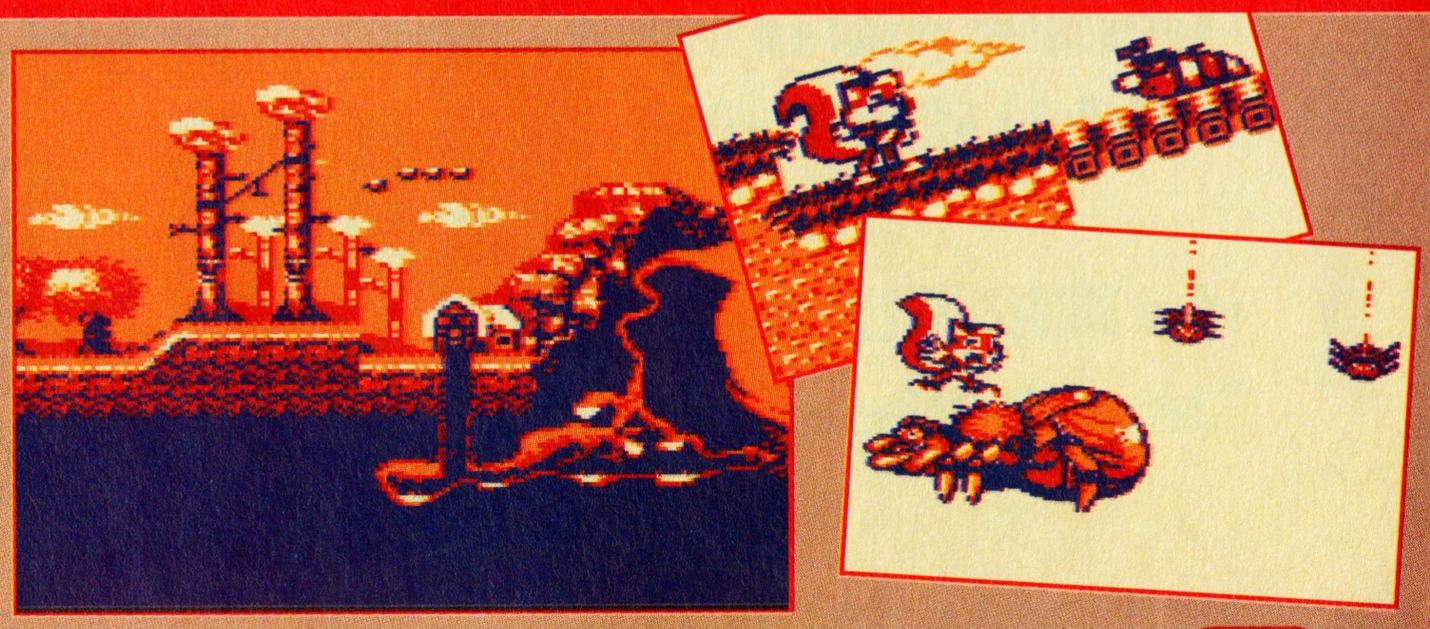
It's not very often that you can say a Game Boy conversion looks as good as the Super NES original but I'm more than happy to report that this certainly looks to be the case with Ocean's latest woodland wonder for the small screen - Mister Nutz.

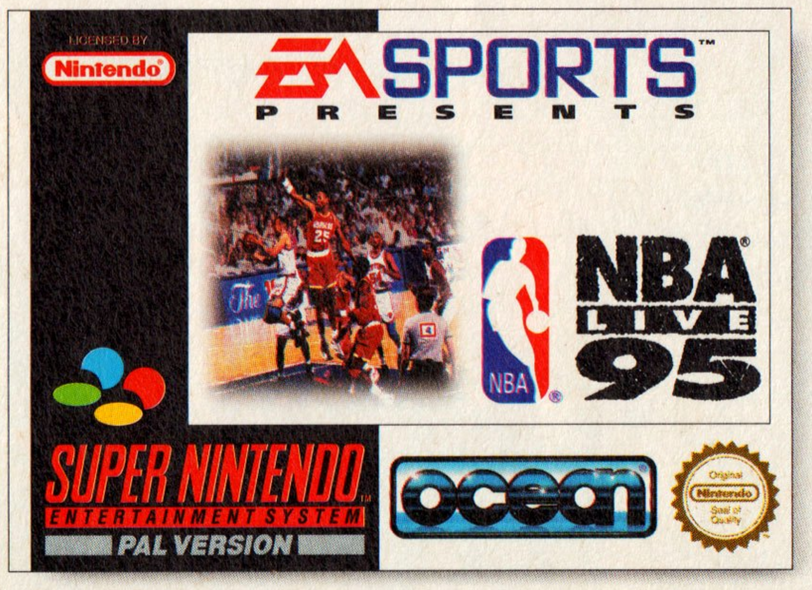
Nutz is a squirrel whose forest homeland is under threat from some sinister force or other. The ensuing cute 'em up platformer sees our bushy lad bouncing, swooshing and lobbing his way across vast and detailed platform areas in his quest to restore harmony to the woods. Graphically this game is very close to the Super NES version - give or take a couple of hundred colours. It "wood" appear to play similarly too although next month's review will be the true test of that...

WOODLAND CREATURE PLAYS WITH NUTS SHOCK!

A VERY SWISHY TAIL

They don't call him Nutz for nothing. Oh no. Nuts, you see, form the major part of his attack - geddit! However, like all squirrels Nutz must scavenge the forest floor and gather up these useful projectiles, so it is, then, a good idea to hoard 'em and save 'em for the tricky bosses that await at the end of each stage. If Nutzo finds himself in one of those oh-so tricky nut-free situations he may either resort to the platform-standard bum-bounce attack, which works on all but the spikiest foes, or utilise his patent Tail-Swish attack. This he does by crouching and pressing the throw button. The resulting sweep is enough to knock the quills off the spiniest hedgehogs. Ingenious these squirrels, eh!





92%

"As involving or as hassle-free, as easy or as challenging as you want it to be. NBA Live '95 is the consumate basketball sim. Buy! Buy!"

NMS, October '94

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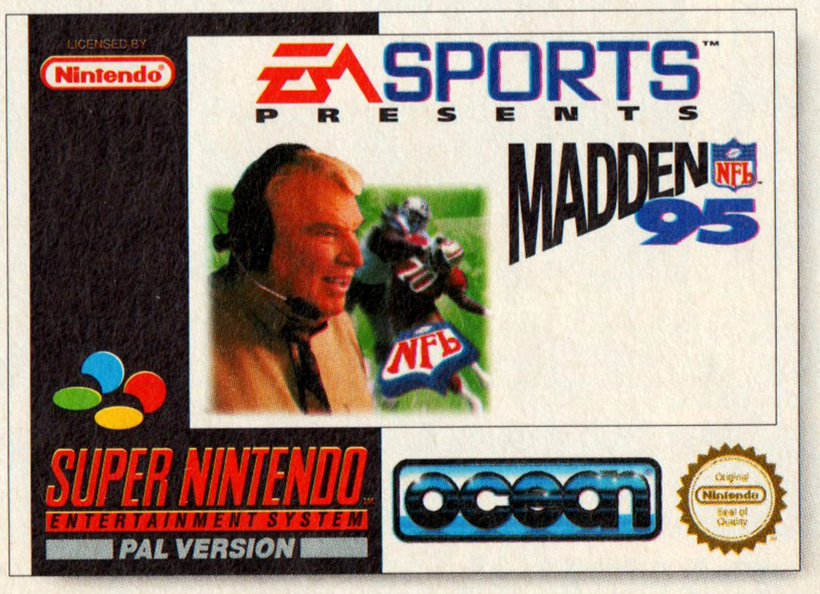

if it's in the GAME, it's in the GAME™

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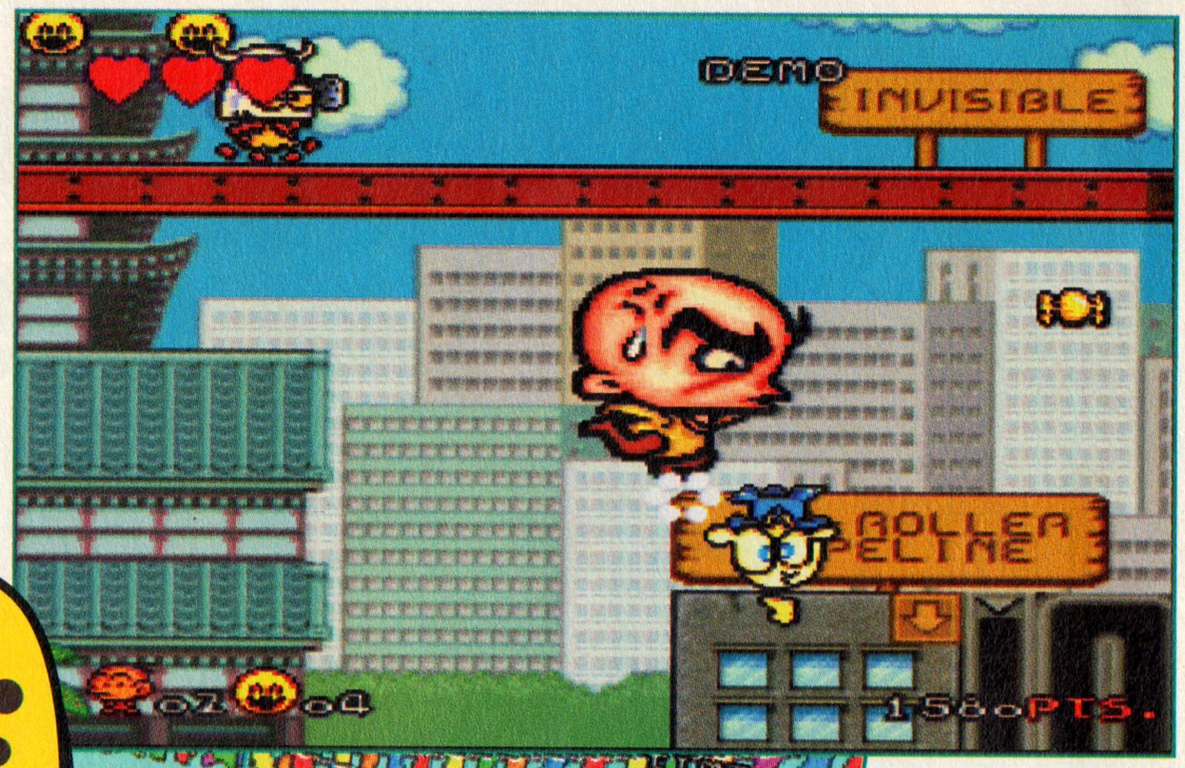
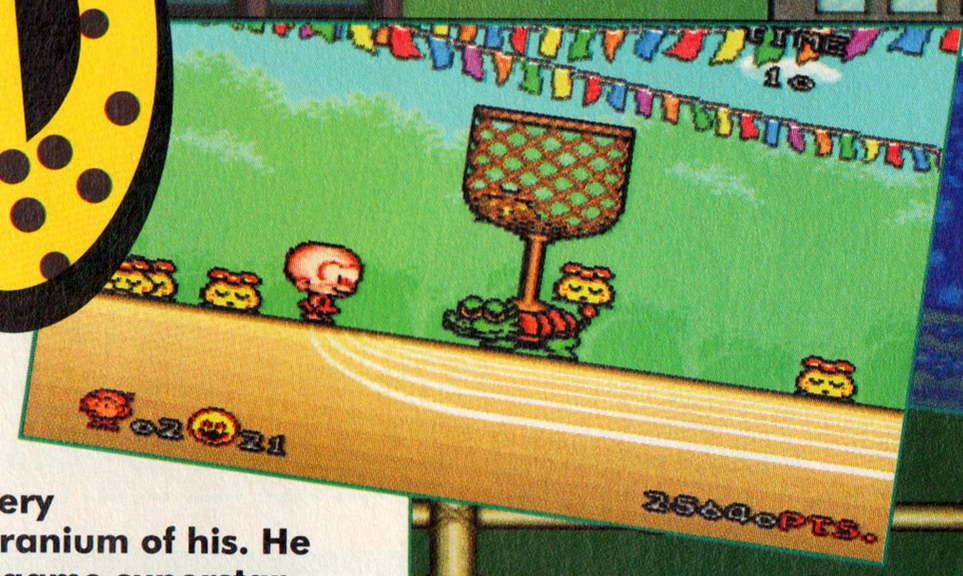
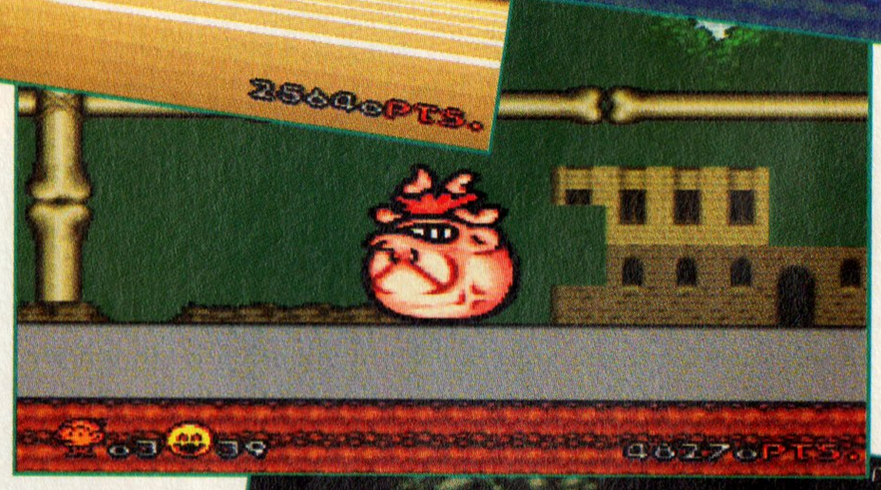
For more information about NBA® Live '95 and Madden NFL® '95, please contact: Ocean Software Ltd, 2 Castle Street, Castlefield, Manchester, M3 4LZ, Tel: 061 832 6633. (Mega Drive version is published by Electronic Arts, P.O. Box 835, Slough, Berks SL3 8XU, Tel: 01753 546 465.)

PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

SUPER B.C.KID







BC Kid, alias Bonk, has every right to that overgrown cranium of his. He is, after all, a true video-game superstar. After starting life on NEC's cool but now outmoded PC Engine, strutting his stuff for wealthy business men as PC Kid and stepping out in monochrome on Game Boy this volatile young ancient pulls out all the stops for his starring role on the Super NES.

HEADS YOU WIN

Mario eats Mushrooms, Kirby chows down on... well, anything and BC Kid wraps his sloppy chops around rare joints of dino flesh. Once the meat is inside the prehistoric prankster he is transformed into something very unusual; the nature of which depends on exactly what variety of stuff is swimming about in the Kid's gut. The results range from large and grotesque to teeny and a bit red faced. All have their benefits if only for pure entertainment value but in every case Bonk uses his head and teeth to smash and gnash through whatever gets in his way. The nosh just enhances his ability to do this.

CROCUS POCUS

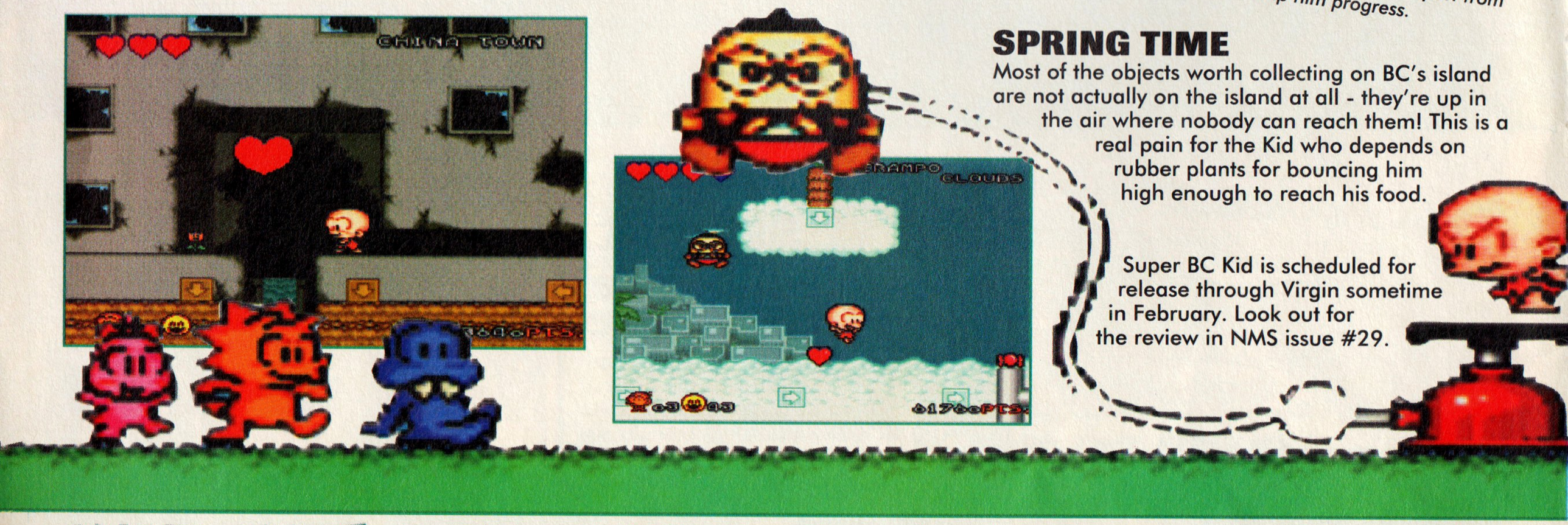
Part of the fun involved with playing BC Kid's games is the discovery of special bonus rounds. The only way to access them is by first finding a flower resembling a spiky kind of flower which, once picked, reacts most strangely and transports the Kid off to an unpredictable zone where he is required to perform a weird task for points. This could involve tossing rubber plants into a giant basket or taking a trip through cloud cuckoo land collecting pieces of fruit. Whatever the situation there's the opportunity for fun.

(ABOVE) Every part of BC Kid's head, apart from his ears, is used to help him progress.

SPRING TIME

Most of the objects worth collecting on BC's island are not actually on the island at all - they're up in the air where nobody can reach them! This is a real pain for the Kid who depends on rubber plants for bouncing him high enough to reach his food.

Super BC Kid is scheduled for release through Virgin sometime in February. Look out for the review in NMS issue #29.



CULT CUTE KID BUTTS IN ON THE SUPER NES

SUPER NINTENDO ENTERTAINMENT SYSTEM **PREVIEW**

The Pagemaster

Tell you what, If McAuley Culkin came into our offices right now we'd be forced to do cruel and nasty things to him - like steal his specs and pull his cap down over his eyes, throw ants down his shirt and then try to squash them or hide angry wasps in his school bag for a surprise later on. Cruel, vicious and uneccessary I know but, well, he's just got that sort of face, hasn't he!

Still, Hollywood loves him even if we don't and he's the star of the forthcoming Christmas kiddie Blockbuster - The Pagemaster. In this epic the Macster plays one Richard Tyler - truly the president elect of all that is soft. In fact so soft is he that he runs for cover when he is caught unexpectedly by a freak rainstorm. Where does he seek shelter? Where else but a Public Library! Once inside he soon gets lost and turns into a cartoon and... ooh, it's all too soft for words really, and we'll all be able to relive the little darlings adventures ourselves when Virgin release the game of the film. Can't wait...

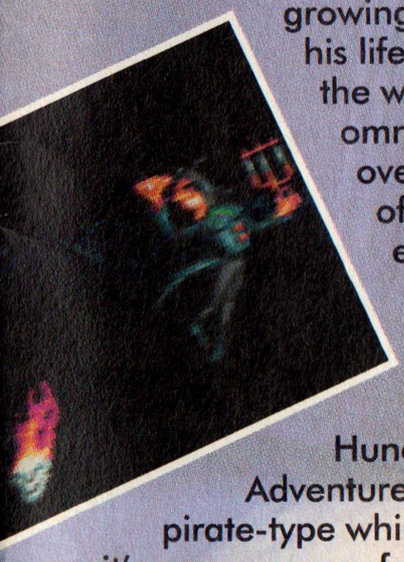
THE HORROR, THE HORROR

Strange things happen when you're a cartoon. Especially if you're a softy toon lost in a local library. You get whisked away on the back of a flying book to visit three strange and mysterious lands for starters. All based on three separate genres too - fascinating. The first land that Mac visits is Horror where our hero must do battle with all manner of spooks and freaks, indulge in a bit of eyeball throwing and fight the bad fight with Frankenstein. If Mac succeeds in this area he is awarded a library ticket and moved to the next area - Adventure. Here he meets the sort of rough-looking Pirate types that your Mother warned you about before gaining another ticket and access to... fantasy land. Don those magic slippers and watch the lad fly! Sounds like ideal fun - for a softy.

LEARN WHILE YOU PLAY! VISIT THE LOCAL LIBRARY! HEY INTERACT WITH BOOKS!

HEY KID, LIVE A LITTLE...

There is a purpose to all this, you know. A growing lad like Mac can't be a softy all his life and he must learn the ways of the world. Personally speaking I'd recommend the University of Life any day over prancing around with a bunch of cartoons. Anyway, in each level he meets a character whose task is to straighten the little tyke's life out. In the Horror level it's a Hunchback, in the Adventure it's a salty old sea dog pirate-type whilst in the Fantasy level it's a saucy sassy fairy. Not sure I'd want my lad hanging out with this lot!...



REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: CAPCOM
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: PLATFORM
- CART SIZE: 16 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Infinite
- OPTIONS: Sound preference

GAME INFO

- GAME ORIGIN: A descendant of the Ghosts and Goblins series by Capom
- GAME DIFFICULTY: Diabolical
- SCORE TO BEAT: Complete the game
- ALTERNATIVES: Super Ghouls and Ghosts

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Very good

X — Magic

A — Nothing

B — Jump/ Fly

Y — Attack

L/R — L: Nothing
R: Nothing

S — Start: Inventory menu
Select: Nothing

GAME CREDITS

- DEVELOPED BY: CAPCOM
- DISTRIBUTED BY: CAPCOM
- MADE IN: JAPAN
- ARTWORK: © 1994 CAPCOM

There's something blasted annoying about having someone walk all over the roof of your house late at night. In fact people throughout the ages have gone to various lengths in order to prevent strange roof-walking types from getting their own way. Today we have barbed wire and sophisticated alarm systems to ensure anyone who's remotely tempted keeps their feet firmly on the ground, but in Mediaeval times our ancestors relied in the services of gargoyles: diabolically ugly animal-like beings whose sole purpose in life is to perch on the sides of buildings and look ugly enough to scare people from climbing onto the roof.

One particular gargoyle has starred in one other Super NES plus two NES and Game boy platform games already, he is the Red Arremer encountered in Super Ghouls and Ghosts. That's right, the one with the damnable attack patterns and diabolical rate of accuracy. In Gargoyle's Crest it is the players task, however abhorrent, to help the little sod retrieve his world's six, life-giving gems from an especially cruel demon named Phalanx. Problem is the gems are currently with hellish creatures whose very reason for existence is to protect them, and they are waiting at the furthest reaches of numerous forbidden trails...

Demon's Blazon

ELEMENTARY GARGOYLOGY

Red Arremer may be the most determined of all Gargoyles, but a strong will won't admit him to just any area of Phalanx's Kingdom. In order to break down the barriers which prevent him from gaining access Red, or 'Fire', Arremer must transform his elementary constitution. There are six altogether, including his natural state:

Fire

There's no mistaking Red Arremer, who uses his wings to float above his enemy and breaths fire to defend himself. Red is the most adaptable Arremer and may turn his lungs to spewing more deadly stuff than sulphur. Red also employs head-butting tactics to shatter obstacles such as statues or windows in the hope of finding raw materials to replenish his energy.

Earth

As Ground Arremer a dash technique enables our hero to barge through some obstacles. A sonic attack called Tremor inflicts much damage also, ripping through the earth and shattering the bones of demons.

Water

Red, being of fiery origin, is naturally opposed to any water based frivolities. With the Water stone he is transformed into Tidal Arremer who doesn't object in the slightest to getting water up his nose. Tidal belches a stream of water to leave a trail of destruction in his wake.

(LEFT) ...and tonight's contestants in the military quick-step are Red Arremer and his partner the lovely Kararkakka (daughter of Kkkakarakka).

(LEFT) It's a Demon's life, alright. If it's not being persecuted throughout the middle ages, it's being taken unawares by ancient and mysterious schlong monsters. Such is life, eh.

Crest

Air
Without the assistance of thermals Red Arremer finds it impossible to gain height. This is where the assistance of Aerial Arremer is of most use, whose mighty wings take him anywhere he needs to go and whose Hurricane, projectile attack ensures he keeps Phalanx's minions at bay as he goes.

Time
This is Red in his most powerful incarnation - Legend Arremer; the creature destined to rid the world of Phalanx forever. Legend demonstrates more powerful variations of Red's basic manoeuvres, and his Dragon Flare is a far greater destroyer of evil than simple flames. Likewise his head-butt knows no bounds when felling barriers placed before him. Legend can also turn adversaries into stone!

Heaven
The ultimate Gargoyle. Little is known of this fantastic creature's properties though it is rumoured Phalanx knows the secret and has used the knowledge to realise his foul dreams. Approach this power with caution.

COMMENT

PAUL

Even for fans of the Ghosts and Goblins series, this latest effort comes as a disappointment. Sure, the superbly styled characters are good looking and the majority of backdrops to the action are very theatrical in presentation, but the gameplay stinks like an old tomb. The biggest fault is that it's possible to finish the game, see the end sequence and everything, after only visiting less than a third of the game. Not only that but the last boss, Phalanx, is laughably simple to defeat - especially since he falls to the puny efforts of a basic Red Arremer. It seems pointless visiting unexplored regions in search of power-ups, knowing that the extra abilities make no difference to the end result. In the main, most enemies are quite stupid with only the boss characters posing any problems, but even they are more frustrating than challenging. As far as presentation goes, Demon's Crest is pretty faultless; the attract sequence is absolutely stunning and the inventory screens are easily read and made use of. Still when a game's so frustrating and without reward as this, who cares? The only redeeming factor is that the Arremer is a cool character to control, but slowdown puts an end even to that small mercy. A return to the dark ages of the Super NES and no mistake!

VILLAGE FATE

Rampaging demonic types have laid waste some of the villages and towns in Red Arremer's alternative world. Rather than help repair the damage, Red ventures into these strongholds of civilisation to pillage abandoned houses for useful items, such as cash and health restoration crystals that are

(ABOVE) Super-nature calls - even for Demons. The result of drinking a few too

OPEN ALL HOURS

It seems surly shopkeepers are the only townsfolk left alive, but even the recent cataclysm hasn't persuaded them to lower their outrageous prices! Magic potions and potent spells of protection are available to Red in unlimited supply, however he must have the requisite amount of credits and the only

COMMENT

Demon's Crest bears more than a slight resemblance to an old Game Boy title going by the name of Gargoyle's Quest. The mixture of platform and RPG adventure stretched the handheld wonder to its limits. So I was expecting slightly more from the 16 Bit cousin than a bog-standard 2D platformer. What initially appears to be one of the most immaculately presented and designed games for quite a while, turned out to be a bitter disappointment. Throughout the course of the game I couldn't help but think I was missing something. The levels fly by with little or no resistance from the enemy sprites - the only real, and highly frustrating challenge, coming from the bosses. As with the other Paul, I was totally gob-smacked when I realised the game was over without covering

PAUL B

OBJECTS OF DESIRE

Despite having their bones and innards wrapped in skin the texture of stone, Gargoyles still benefit from added protection. Six Talismans await discovery by inquisitive Arremers, and their magical properties serve to increase

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 90

▲ Great sprites and some awesome backdrops.
▼ The Boss characters are much too small.

SOUND — 91

▲ Without doubt the best feature of the game. Superb, 'classical' pieces of music create an eerie atmosphere plus the

PLAYABILITY — 77

▲ With six incarnations of Arremer to control there's lots of variety. Bosses take some working out.
▼ There's no 'learning

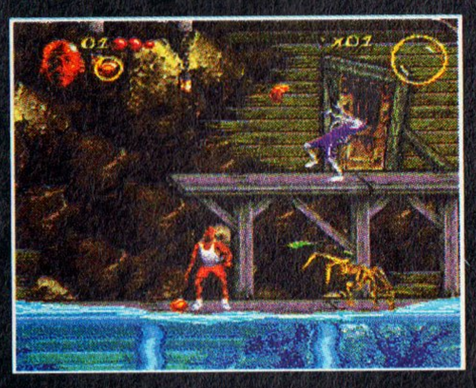
LASTABILITY — 69

▲ There are many secrets to locate. Inexperienced gamesplayers are sure to find this game a challenge too.

OVERALL — 73

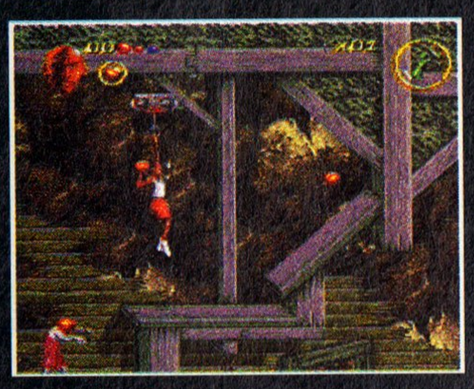
Nightmarish and haunting for all the wrong reasons - this demon leaves centre stage crest fallen!

don't



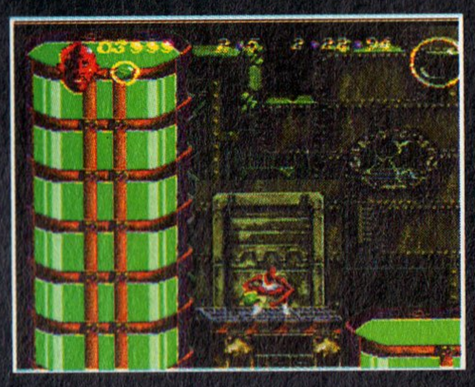
flunk

Explore and conquer 24 perplexing levels of fun



the

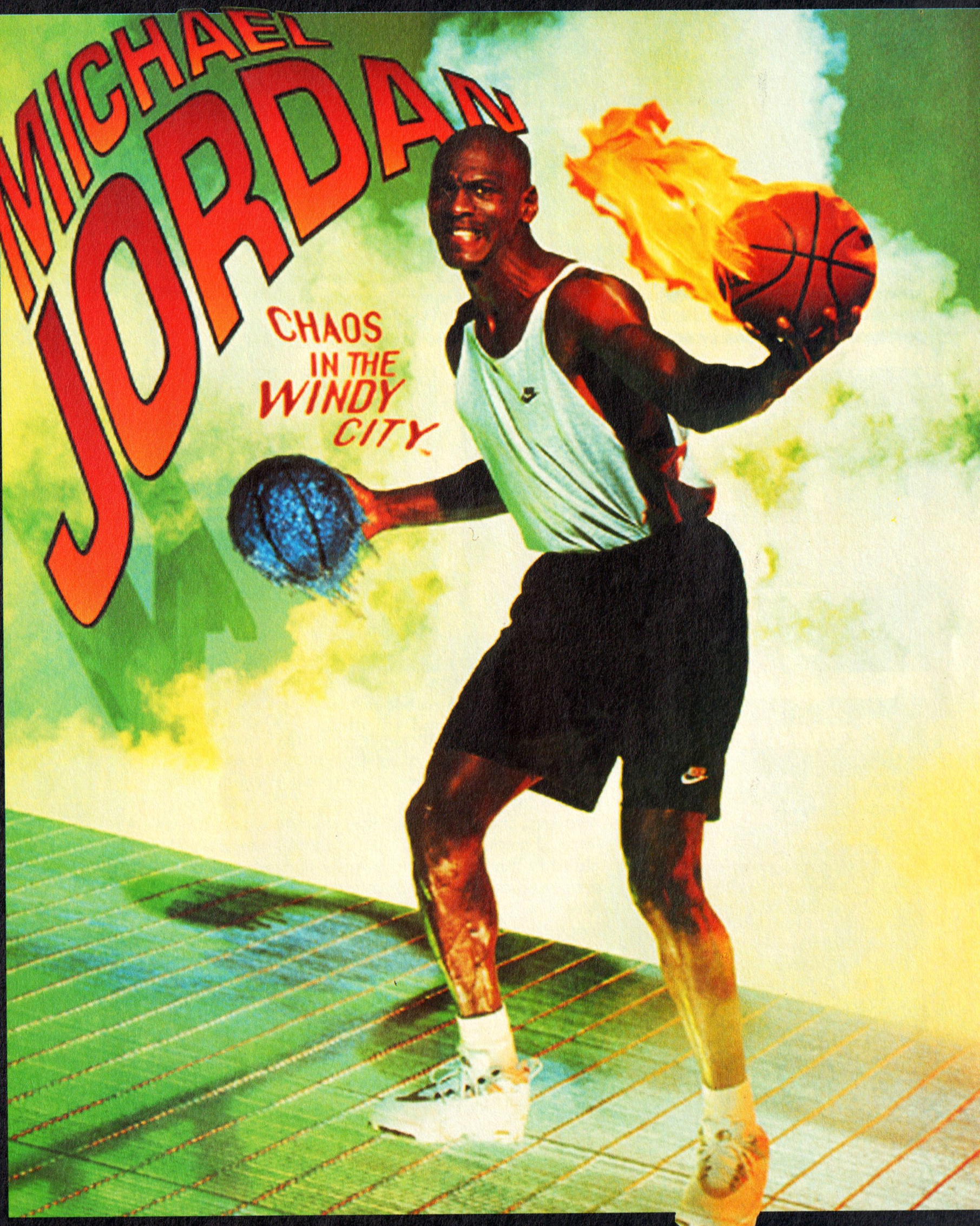
Slam dunk for extra points and power-ups



dunk

Dueson animation utilising digitised video footage

SUPER NINTENDO ENTERTAINMENT SYSTEM



It's a twisted adventure created by vengeful mad scientist Dr. Max Cranium! He's kidnapped an entire basketball team and now they're under lock and key hidden in his dark and dangerous lair beneath the streets of Chicago. Control Michael Jordan's every move as he takes on the evil Dr. Max Cranium to rescue his teammates.

ocean

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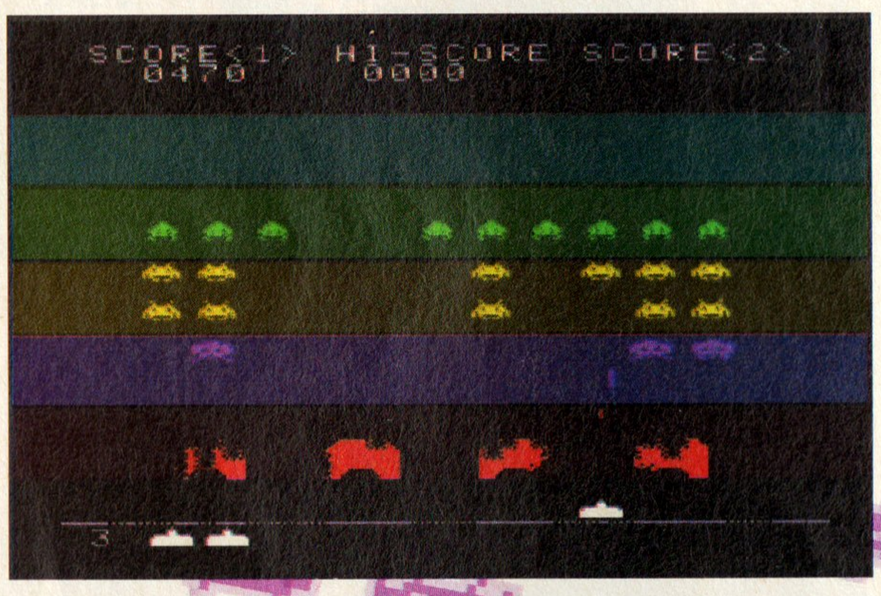
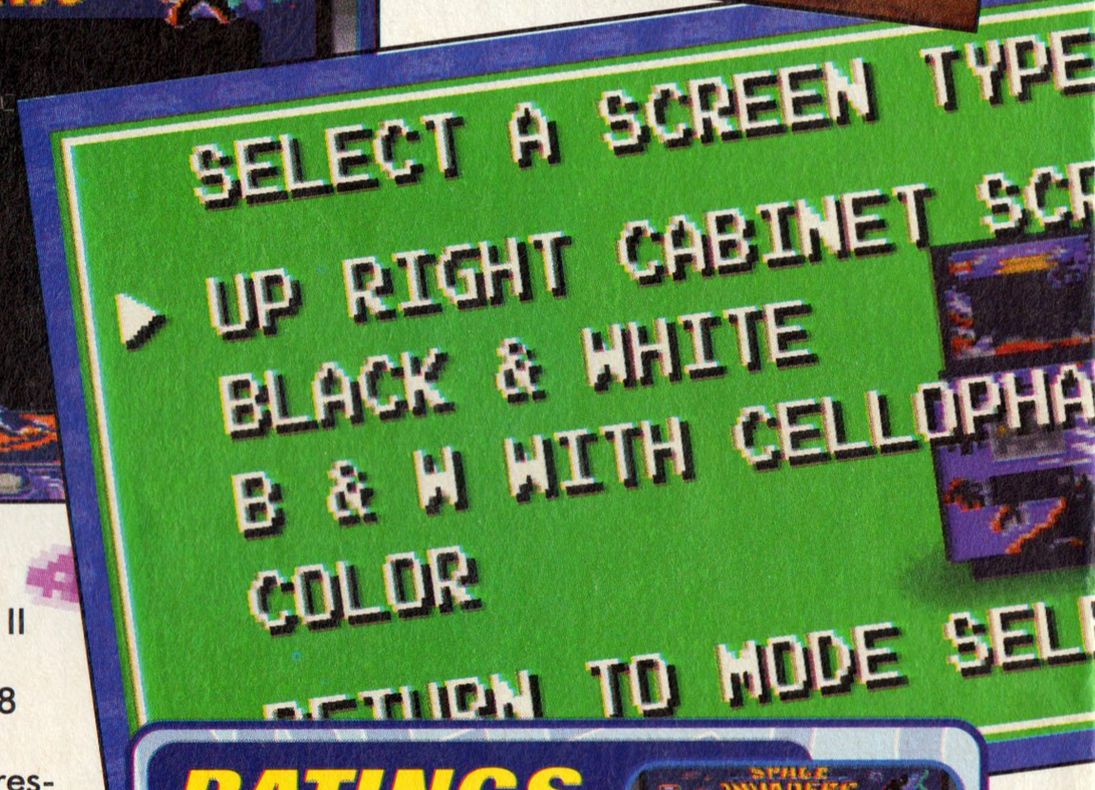
REVIEW GAME BOY

SPACE INVADERS

A very good friend of ours recently invested in one of those bizarre hypnotherapy devices. It cost him about £300 and, basically, what it does is play some tragic techno music and flash tiny red lights onto your eye-lids. Ptcha! What a rip off! He really ought to have held onto his cash for a couple of months, saved about £275 and bought Space Invaders instead. It's the most legitimate claim technology has to a hypnotic device, though zombified punters with images of Space Invaders fused onto their retinas isn't perhaps an ideal end product.

This is Space Invaders, everyone. No it *really is* Space Invaders, right down to a choice of which particular incarnation of the classic shoot 'em up you prefer. It began the video game revolution way back in 1978- it is the original shoot 'em up. Nintendo have just squeezed both Taito's Game Boy and Super NES versions of this game into one Super Game Boy cart, which is cool, but is there life left in the old classic or are the Space Invaders best left out in the void?



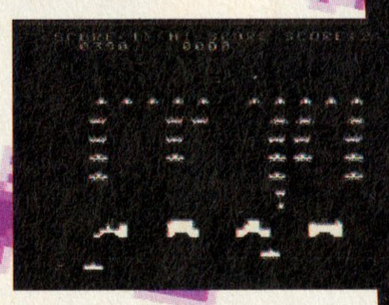


COMMENT

Most players around today probably won't remember the excitement that surrounded Space Invaders when it was first released. The offer of owning a perfect conversion back then, especially for a mere £25, would have been the equivalent of being told you'd just won a million on the pools. Nowadays Space Invaders is regarded as the video game equivalent of Black Lace's 'Agadoo' or The Tweets' 'Birdy Song': how could anyone ever have got off on such trash? There is a difference however, Space Invaders is still cool. It's basic beyond belief, unchanging and without reward no matter how skilled the player but Taito's milestone in video game history still has that certain something to make it worthwhile checking out and being placed alongside the likes of R-Type, Final Fight and Street Fighter II in any gamesplayer's library, especially now that it's portable and so very cheap.

PLAY PLAYER 1

Unlike now where the Special Turbo Champion II edition of a coin-op actually indicates that the gameplay has changed somewhat, back in 1978 people had less to look forward to. With Space Invaders, the only noticeable change was the presence of colour: first off with coloured acetate strips glued to the screen and eventually real, actual, proper colour sprites. Imagine the excitement! Anyhow, to satisfy the Space Invaders purists among us this conversion offers the choice of every variation conceived.



PLAY PLAYER 2

The most outstanding feature of this Super Game Boy cart is that it includes Super NES code alongside that of the Game Boy. Select 'Arcade' from the title screen and a full screen, absolutely authentic version of the arcade original loads up. Ominous, bass heavy marching Space Invader effects and trademark 'swish' of the cannon's missiles perfectly recreated. Cool!

RATINGS

- BY: TAITO
- PRICE: £24.99
- RELEASE: DECEMBER
- GAME TYPE: SPACE INVADERS
- CART SIZE: 4 MEG

GRAPHICS — 38

◆ The Super NES version looks exactly like the original. Small sprites make dodging tough on the Game Boy.

SOUND — 40

◆ Splendid recreation of the original tunes and effects. However this is a 1978 game we're talking about!

PLAYABILITY — 60

◆ An exact representation of the second most basic coin-op, next to 'Pong.'

LASTABILITY — 70

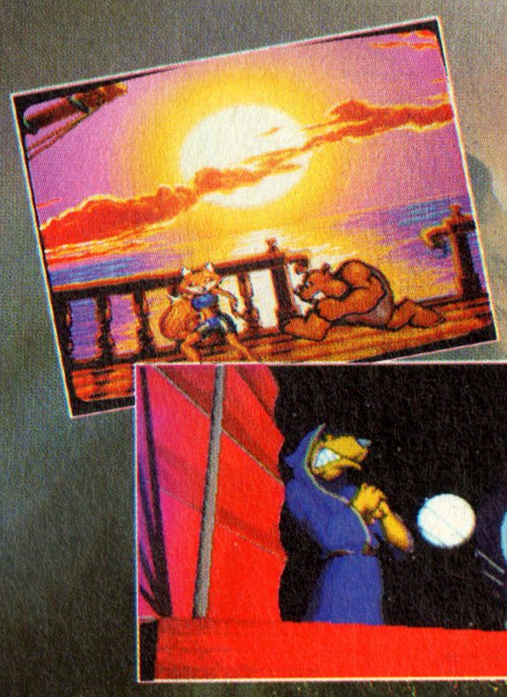
◆ Space Invaders don't stop until you do. How much of this kind of thing a player can stand these days is open to discussion, but here we are still talking about it!

OVERALL — 68

Love it or hate it, this is the closest most people are ever going to get at owning the real thing. Viva Space Invaders!

BRUTAL®

Paws of Fury



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on the Mega CD, Mega Drive and SNES. Primal power meets ancient wisdom as Gametek unleashes tournament beasts in search of fighting glory. Every four years the Dali Llama travels the world in search of the greatest warriors to compete, on his island, for the coveted 'belt of heaven'. A game of cartoon martial arts, BRUTAL is the game to get your paws on.

88% C+VG "Brutal offers a good challenge, varied tactics and variable speeds incorporated in the levels – the fastest of which puts almost every other beat-em up to shame."

88% MEGATECH "Brutal is a breath of fresh air. A really humorous, entertaining, playable and graphically superb product."

GAMETEK

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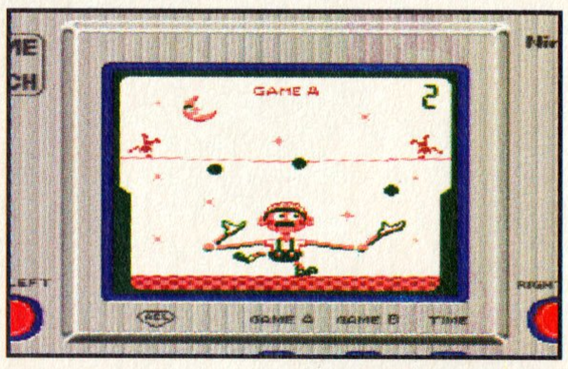
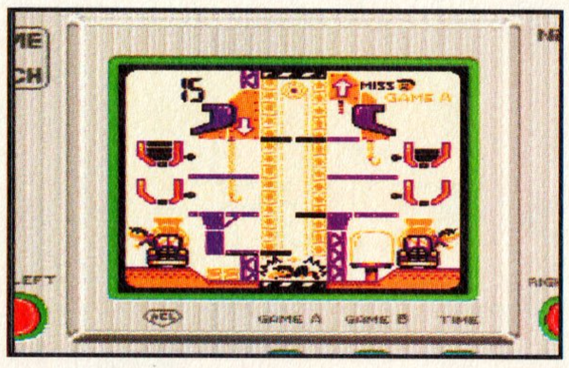
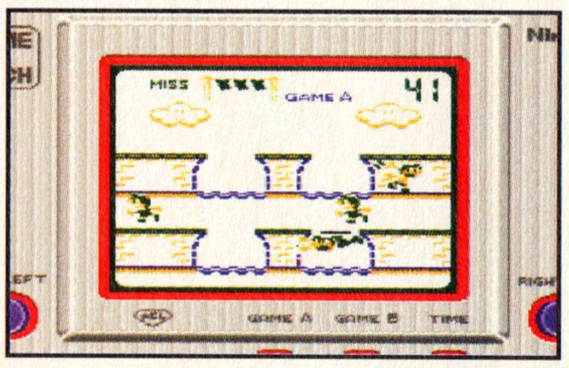
REVIEW GAME BOY

Of all the classic Laurel and Hardy escapades, one of the funniest incidents involves Oliver falling into a vat of rejuvenating chemicals which is so potent it devolves the blubbering fat boy into a chimp. Titter.

In a roundabout-can't-possibly-think-of-a-more-suitable-analogy kind of way, a similar incident is about to be re-enacted on the Super NES when Game Boy Gallery is released for the Super Game Boy. It's a bumper bonanza collection of Game & Watch 'classics', brought bang up to date with improved sound effects and nifty Super Game Boy border effects. But is this a healthy kind of regression or is it fit only to send us all into a de-ep, de-ep sleep for forever and a day?







GAME BOY GALLERY

WAKE UP CALL

However close these conversions are, and let's face it the Game Boy doesn't have to try too hard, let alone the Super NES, there's one thing missing - an Alarm clock! Admittedly there are few people who would want to leave their Super NES and telly switched on all night, but HEY we just thought we'd let you know we know. You know. And they don't tell the time either.

REANIMATOR

So what have Nintendo decided are the classics of all classic to be included on this five-in-one monster cart? Lessavalook.

Flagman

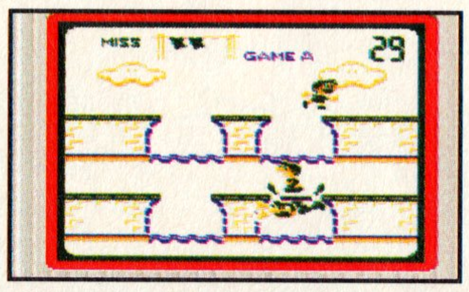
This one's just like Simon Says: watch where the flagman waves his sticks and see how much of the pattern you can remember. It's flagtastic!

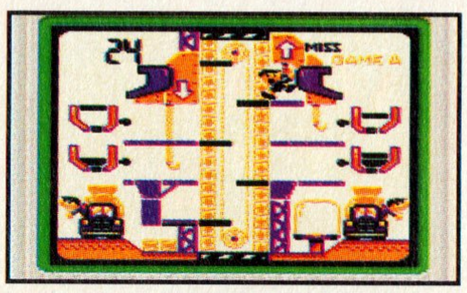
Man Hole

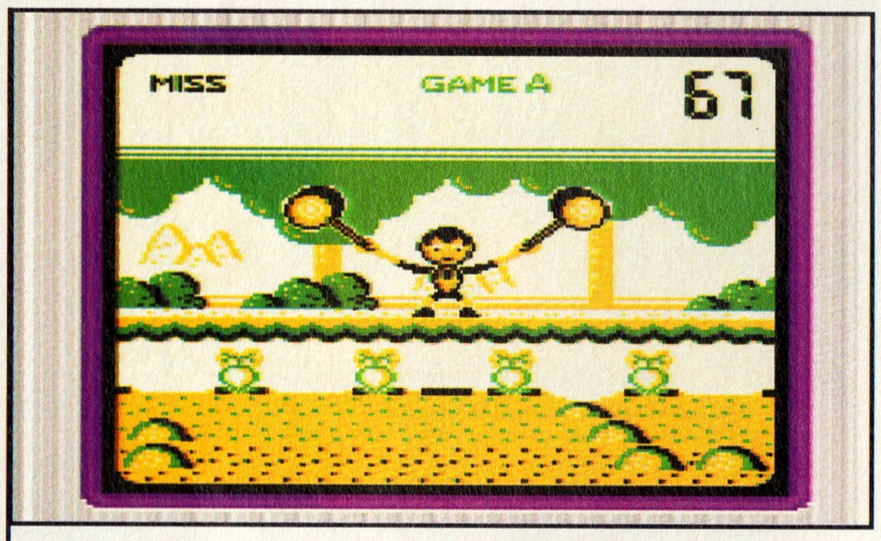
Stop a bunch of galactically stupid pedestrians from stumbling into open manholes by having a little bloke provide a walking sur face for them.

Cement Factory

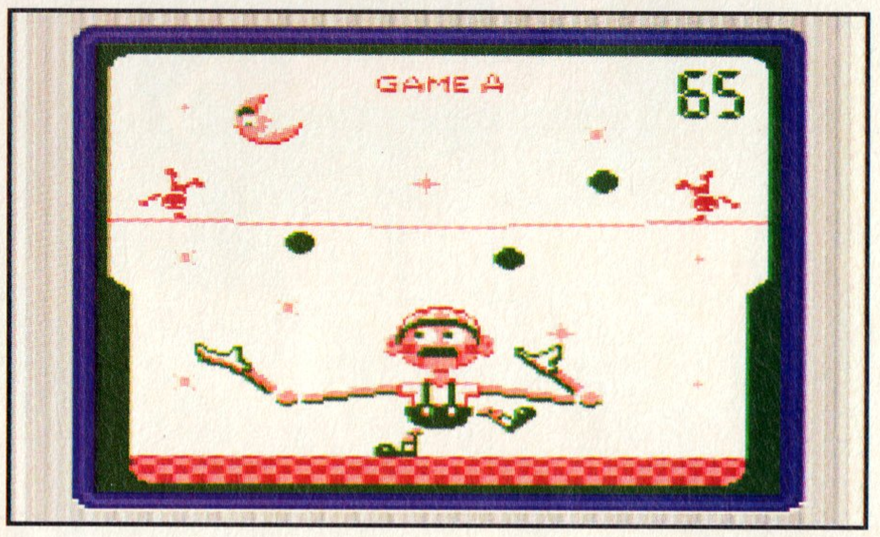
And you thought Donkey Kong was the first game to feature Mario. You were right too, but here's another. In this game the star empties vats of cement into trucks while negotiating tricky platforms. However they've replaced him with some other bloke in this conversion. Gibber!







Vermin
Rotten, pesky moles are digging up the garden, so it's up to you to smack them over the head with an enormous mallet. One in each hand.



Ball
It's the marvellous juggling man, with a physique that makes Mr Spoon look like Jean Claude Van Damme by comparison.

COMMENT

We thought of giving this game a twenty-something page spectacular but decided against it. Somehow there just isn't enough to talk about, this being possibly the most basic collection of console games the planet has ever seen. So is this Nintendo having a laugh at our expense or are they genuinely trying to appeal to our basic gamesplaying natures? Well, after much scratching of heads and puzzled frowns, then sweaty hands and childish challenges to each other NMS are decided that Game Boy Gallery is fun, but hardly worth placing at the top of any shopping list. It's an ideal portable game but a very poor substitute for any decent platform game, RPG or shoot 'em up when played through the Super Game Boy. Besides, anyone feeling truly nostalgic can still pick up their favourite Game & Watch for under a tenner - batteries included.

RATINGS

- BY: NINTENDO
- PRICE: £24.99
- RELEASE: DECEMBER
- GAME TYPE: FUN
- CART SIZE: 2 MEG

GRAPHICS — 37

◆ Amusing in a downright basic kind of way. Perfectly recreated LCD images are no cause for celebration.

SOUND — 28

◆ Minimal.

PLAYABILITY — 58

◆ Anyone can play this with style; so being good isn't about to gain you any respect.

LASTABILITY — 50

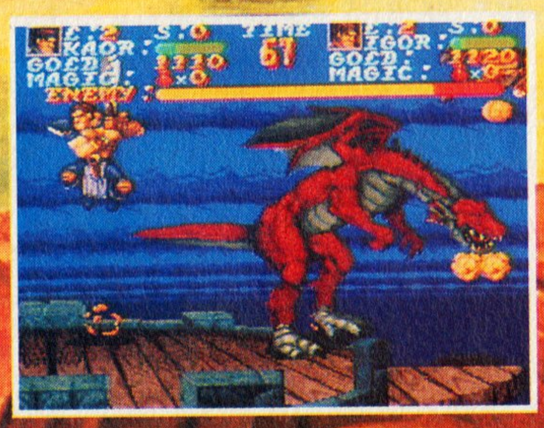
◆ What you see is what you get. If you like it you are bound to give these games a shot every once in a while for the rest of forever.

OVERALL — 54

It's just about the ultimate downgrade you can give your Super NES though it's amusing for bored Game Boy owners after something simple.

Chaos Reigns

Legend



"This is a Big game, with Big impressive graphics and it's going to make a Big noise in the SNES market"

MEAN MACHINES

SONY ELECTRONIC PUBLISHING

[redacted]

SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BLACK

CART SPEC

- BY: INTERPLAY
- PRICE: £44.99
- RELEASE: NOVEMBER
- GAME TYPE: ACTION PLAT
- CART SIZE: 16 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Password
- OPTIONS: The usual

GAME INFO

- GAME ORIGIN: A mixture of Flashback, Prince of Persia and Castlevania
- GAME DIFFICULTY: Tough
- SCORE TO BEAT: Complete the Mines section
- ALTERNATIVES: Flashback, Prince of Persia, Castlevania and the forthcoming Nosferatu

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Slow

X — Use item

A — Draw/ Holster weapon

B — Jump / Fire weapon

Y — Run

L/R — L: Choose item; R: Choose item

S — Start: Starts/pauses; Select: Access inventory

GAME CREDITS

- DEVELOPED BY: BLIZZARD
- DISTRIBUTED BY: INTERPLAY
- MADE IN: USA
- ARTWORK: © 1994 INTERPLAY

A freight train rumbles past in the dead of night. Kyle's slumber is stirred by a presence strangely familiar, but not of this Earth. A faint whisper breaks the silence.

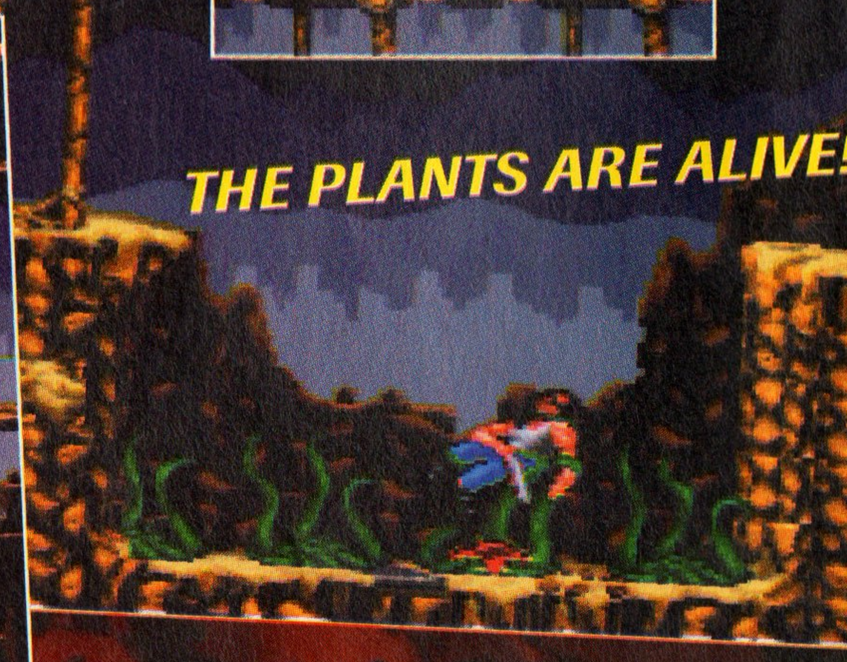
"Kyle, Kyle, this is your father. I sent you to Earth to learn the ways of the urban warrior, but now the time has come to return to your home planet of Tuul. Civil war ravages the planet's surface, mutants rule the cities, and we've run out of loo roll! I know this must sound strange, but hurry back son and don't forget to go to Happy Shopper first!" Kyle, open-mouthed, sat up and rubbed his eyes. "Blimey", he thought to himself, "I always wondered what that interstellar scout fighter was doing in the shed."

Kyle Blackhawk is the last remaining hope for the war-torn planet of Tuul. Alone he must seek out the lair of Sarlac, all-round bad egg, and reunite the divided souls of the Lightstone and the Darkstone to return the planet to tranquillity. From the bowels of the mines; across the treacherous rope bridges of the forest; through the sand storms of the desert ruins; and into the heart of Sarlac's fortified domain, Kyle must run, leap, shoot, and bomb his way through level upon level. It's a tough job, but somebody's gotta do it!

ONE HAND'S FOREST

This is where Kyle cuts his teeth, so to speak, learning the skills he is most definitely going to need in the later levels. Talking to the slaves often pays dividends, providing you can get to them before the evil Grag 'ohr guards shoot them or you pick 'em off yourself with a stray shot, that is. Also beware of the treacherous Andromedogs - they look like escaped slaves but'll shoot you in the eye as soon as look at you.

(ABOVE) "If I can just keep still long enough perhaps they won't notice me. Just... keep... still... Mustn't think about those beans I had for breakfast. Or that pint of Ornge juice..."



RUINS OF THOROS

The desert holds many mysteries - like mighty morphin' Rock Beasts, dead-eye Grag 'ohr guards and trip switches that activate auto-firing gun turrets. It is also wise to keep a wary eye on the floor as various parts of it are in a chronic state of disrepair and crumble away when stepped upon. Kyle will need all the jumping skills he can muster.

KHAWK

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

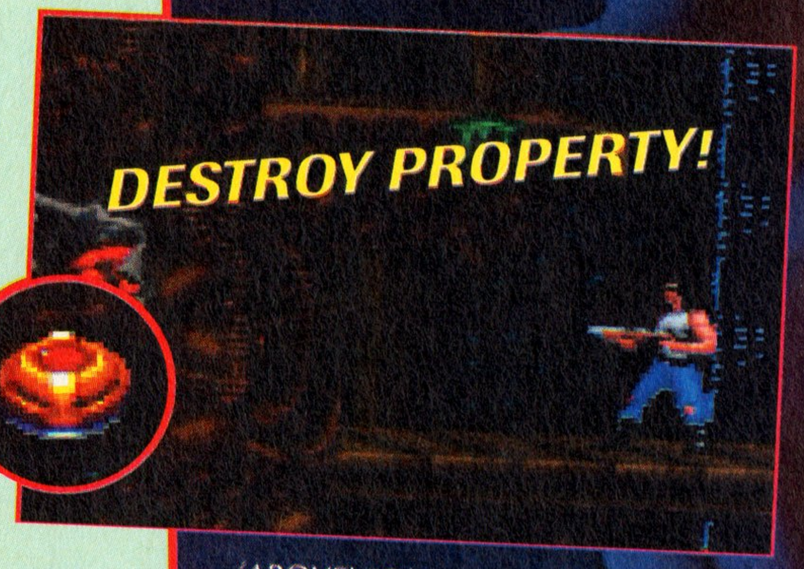
SARLAC'S KEEP

You want enemies? They're all in here. Practically every step is fraught with danger as force-field doors open and close in rapid succession, gun-toting bad guys lurk at every turn and floors crumble sending Kyle to his doom. The place is a damn maze too! Will Kyle ever make it too the final showdown with the nefarious Sarlac. Probably not.

(ABOVE) "I am Sarlac, son of Phnarlac, keeper of the Golden Stoat and, er, I've forgotten what comes next... um... aha! Tremble feeble mortal!! Ahahaha!"

TUULS YOU CAN TRUST

Bonus items are a fairly rare commodity on the world of Tuul and must be used wisely as they are often required to overcome obstacles and open doors. Although usually found in bags dropped by enemy characters, occasionally contacts will pass on useful equipment after offering advise. Let's have a look at what's in store.



(ABOVE) "Ok, tea-up. Who's got the one with twelve sugars then?"

HOVER BOMB

Once launched, this bomb glides along the floor and up the nearest wall exploding on contact with the target. Essential for killing certain enemies.

LIFE POTION

A little light refreshment for Kyle and an opportunity to replace some hit points. Use only when absolutely necessary.

BRIDGE KEY

Activates the light bridges scattered through the world. These are reusable, so remove from locks wherever possible.

WASP BOMB

A deadly danger in the wrong hands, but an extremely effective weapon in Kyle's hands. Fully remote so can be navigated through nooks and crannies to destroy machinery.

IRON KEY

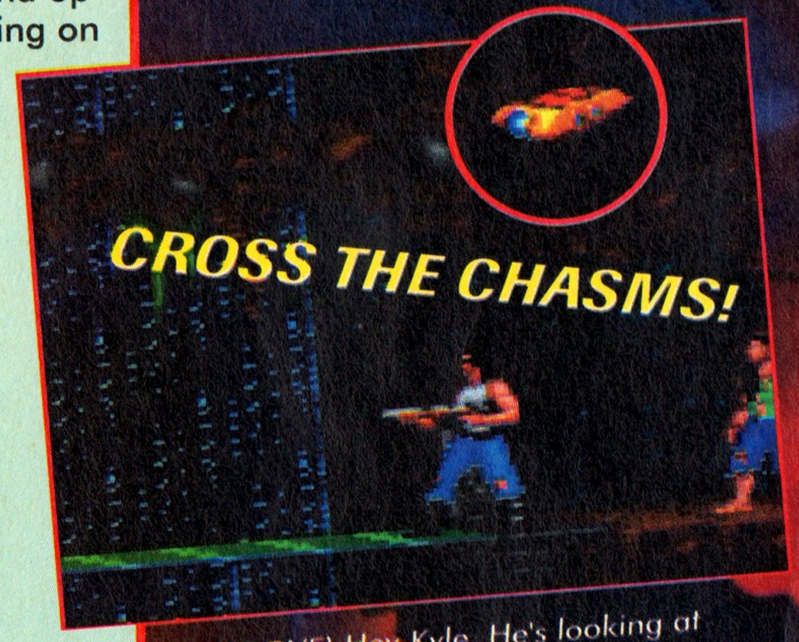
The only means to open the force field doors without destroying the power generator.

LEVITATOR

Your very own bunk-up to unreachable platforms. Retrieve when possible as it is a valuable asset.

FIRE BOMB

To torch multiple enemies, throw this at the ground and watch it spread napalm style.



(ABOVE) Hey Kyle. He's looking at you. He wants you...

COMMENT

Blackhawk is an absolute cracker! The elements of shady levels, fantastic sound, and challenge to baffle even experienced gamers blend together in a subtle but superbly successful way. With a control system similar to Flashback, some may find guiding Kyle a little tricky at first, but once mastered, all the intricacies of his movements become second nature. The levels are complex and labyrinthian in some cases – making it a doddle to get completely lost. What's more they are packed high with extremely intelligent enemy characters who can only be dispatched with careful consideration and tactics. Quite simply, Blackhawk is one of the most challenging and atmospheric titles of the year.

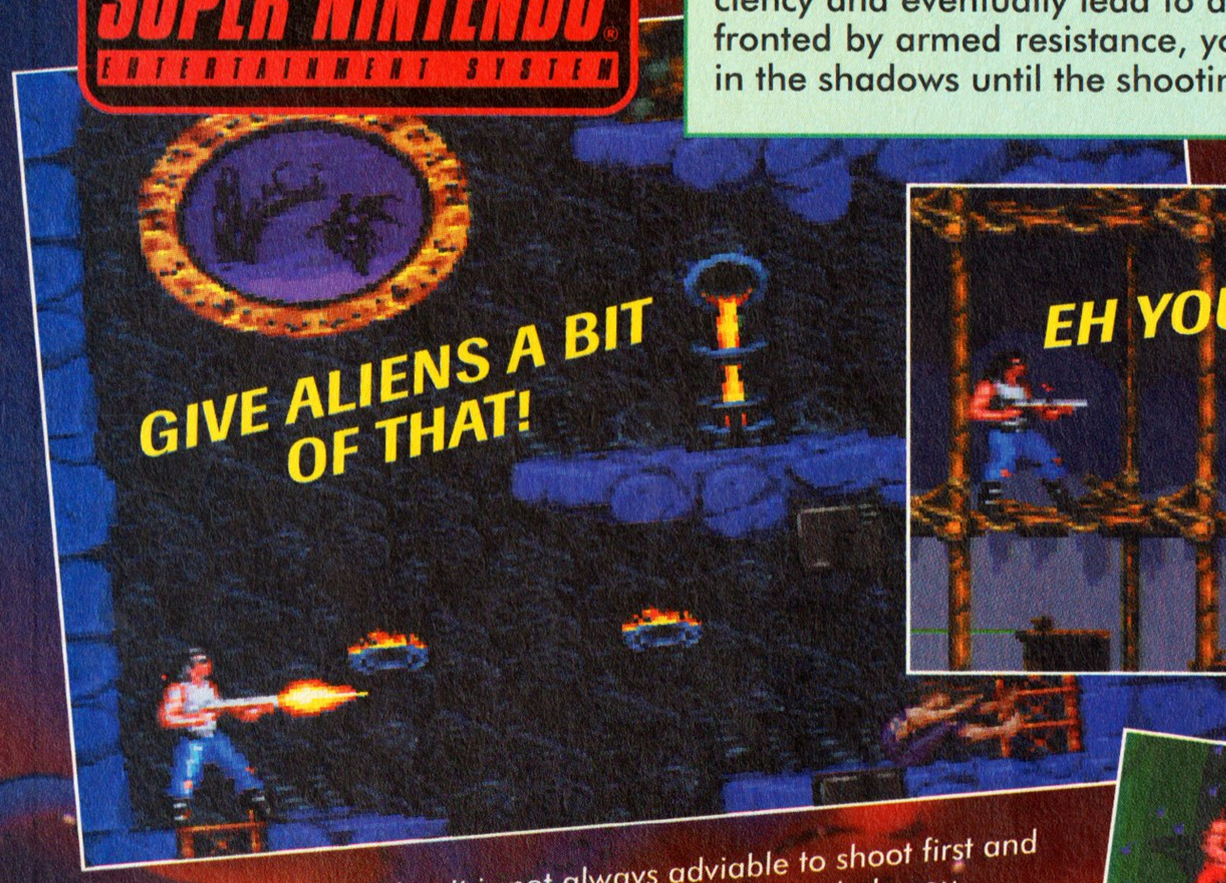
PAUL B.

REVIEW

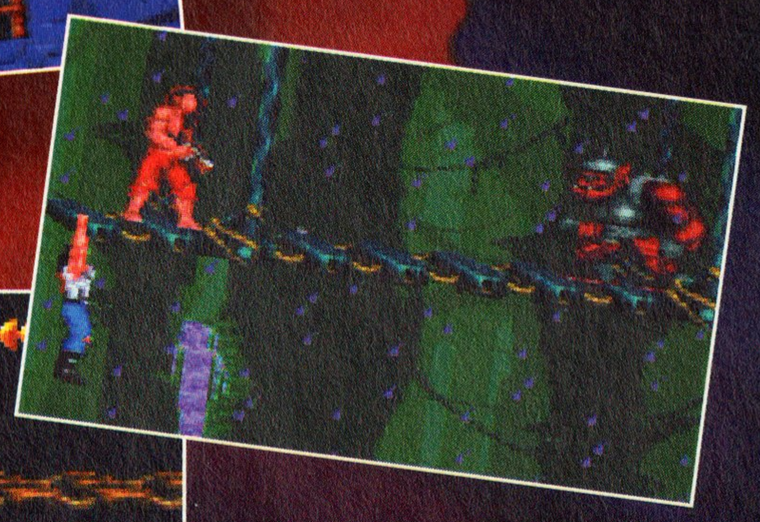
SUPER NINTENDO ENTERTAINMENT SYSTEM

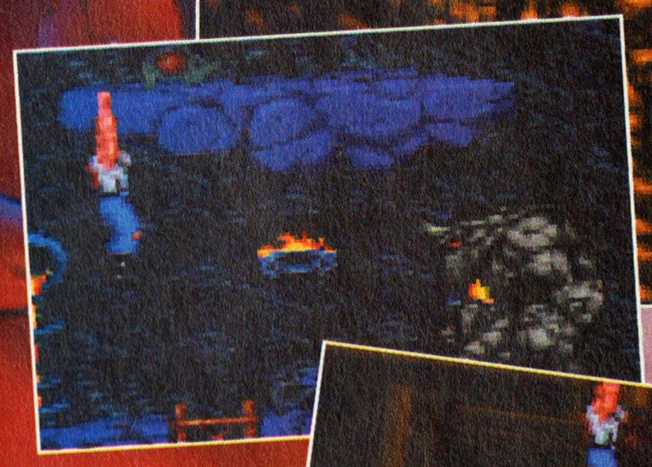
HAWK-EYED

In his hurry to save the planet, Kyle only had the time to pack his trusty pump-action shotgun. Relatively weak in comparison to the enemy weapons, power-ups are available to improve firing efficiency and eventually lead to a semi-automatic blaster. When confronted by armed resistance, your best chance of survival is to lurk in the shadows until the shooting has ceased, jump out and let rip.



(ABOVE) Please note that it is not always adviable to shoot first and ask questions later. Some of these guys only want to help you.





COMMENT

ANDY

Once you get used to the relatively sedate action in Blackhawk you'll find one of the most atmospheric and absorbing games around.

Atmospheric due to the game's dark, dank setting and chilling musical accompaniment, and absorbing because of the sheer weight of the task that taxes your brain and your dexterity. The levels are large, complex in design and filled with secrets, and the bad guys spang whips at you, push you off ledges, dodge your bullets and generally make your life a misery making skilful play a necessity.

There are a couple of flies in this spooky ointment, though. Manipulating Kyle can be a bit twiddly and he can't run, jump or climb without first holstering his rifle - many's the frustrating time you pull Kyle over a ledge only to have him pushed off again because he couldn't draw his gun in time. However, develop the finger muscles to perform the joypad contortions necessary and these become very minor irritants in this otherwise ace game.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	□
ACTION	■	■	■	□
CHALLENGE	■	■	■	■
REFLEXES	■	■	■	■
ORIGINALITY	■	■	■	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	■
MONTH	■	■	■	□
YEAR	■	■	□	□

GRAPHICS — 89

▲ Dark, moody, atmospheric and nicely animated.

▼ A few more different characters wouldn't go amiss.

SOUND — 91

▲ Absolutely superb! Simply must be listened to through a hi-fi to fully appreciate the sound effects.

PLAYABILITY — 90

▲ Somewhat complex control system soon gives way to a superbly playable platform adventure.

LASTABILITY — 88

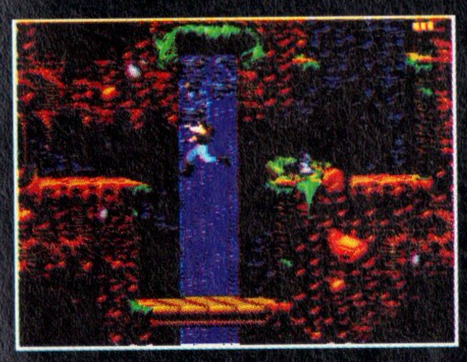
▲ Four themed lands each containing multiple levels and a very tough difficulty setting suggest a winner.

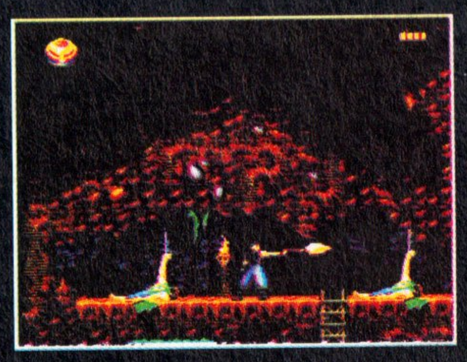
OVERALL — 90

A supremely challenging platformer with atmosphere and depth by the gallon.

HIS PREY BETTER START PRAYING.

BLACKHAWK





RELEASE DATE: DECEMBER '94

BLIZZARD ENTERTAINMENT™

SUPER NINTENDO ENTERTAINMENT SYSTEM

Interplay™

INTERPLAY PRODUCTIONS, 71 MILTON PARK, ABINGDON, OXFORDSHIRE OX14 4RR. TEL: 0235-821666

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: CAPCOM
- PRICE: £44.99
- RELEASE: DECEMBER
- GAME TYPE: BEAT 'EM UP
- CART SIZE: 32 MEG

GAME FEATURES

- NO. OF PLAYERS: 2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: Of course
- OPTIONS: Same as before

GAME INFO

- GAME ORIGIN: You mean you don't know!
- GAME DIFFICULTY: Easy
- SCORE TO BEAT: Reach and beat Bison on the fourth difficulty setting.
- ALTERNATIVES: Mortal Kombat II, Fatal Fury Special, Samurai Shodown

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Good

X Attack

A Attack

B Attack

Y Attack

L/R L: Attack R: Attack

S Start: Starts/pauses Select: Nothing

GAME CREDITS

- DEVELOPED BY: CAPCOM
- DISTRIBUTED BY: NINTENDO
- MADE IN: JAPAN
- ARTWORK: ©1993 1994 CAPCOM

SUPER STREET FI

32 MEGS OF HARD FIGHTING ACTION HAS FINALLY ARRIVED! BUT HAS IT BEEN WORTH THE WAIT?

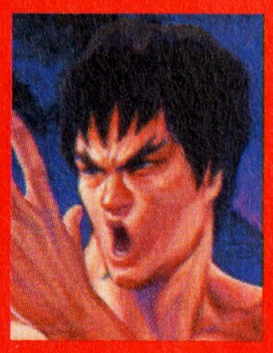
Wanted! Four new challengers to liven up tired and lifeless fighting genre. Proclaim the posters put up in battle arenas across the world.

Bored rigid by fighting the same old people again and again, young Ryu sets on a quest to recruit some new blood to beat the living daylights out of. Luckily for him four worthy opponents have come forward with the promise of bigger sprites, smoother animation, topper moves and vaguely human voices. This along with the original 12 fighters packing new moves and the scene is set for another thousand fights in which you can be beaten, torched, kicked, strangled and still come back for more. But the question is, can you?

(ABOVE) Cammy catches her twin with a spinning knuckle. Yawn.

(ABOVE) Double Dee Jay excitement as special moves send the Jamaican populace into a frenzy, yesterday.

COMMENT



GARY

Oh dear! I've argued with everyone in the office about this game and despite some disagreements I am still in the opinion that Street Fighter is just too old and boring now. There is no doubt that Capcom have done a superb conversion but the game isn't enough of an improvement over Turbo and that's the problem. If you don't have a copy of Turbo then SSF will suffice your beat em' up needs but if you did then why should you be interested in this?

HOW MANY MEG MATE?

Super Street Fighter is the first 32 meg game on the Super Nintendo and boy does it show! Smart graphics and smooth animation make this one of the best conversions ever!

GHTER II

(ABOVE) Ryu ably demonstrates the combo potential of this top new gaming cart!

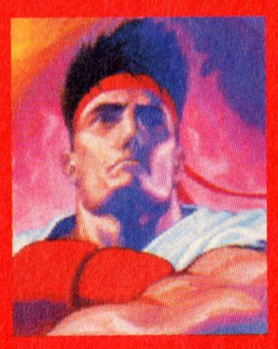
WHAT'S THE COMBINATION?

Skillful players who previously could only boast about the combo prowess can at last be rewarded or exposed as frauds thanks to the on-screen points reward system. Should you perform a combo, a message will appear informing you of the number of hits and the bonus points that you've earned. Points are also given for the first hit, recovery and the Reverse attack which increases the score of anyone who can avoid an attack whilst connecting with one of there own.

THE NEW CHALLENGERS

Super Street Fighter II sees the arrival of four new characters and each comes packed with a rather large assortment of top fighting moves and winning poses. Cammy, Dee Jay, T. Hawk and Fei Long along with the original characters make a total of 16 different fighters to control.

COMMENT



ANDY

I've got to agree with Gary on this one. As good a game as Super undoubtedly is, with it's ace graphics, sound and finely honed gameplay, I can't honestly recommend this to anyone who already owns Turbo - extra characters aside, the action's just too familiar, in fact it's not even as fast! At least MK2 made a marked effort to distinguish itself from MK1. Had they decided to release Super SF2 Turbo I might have been able to be a bit nicer about this game, but they didn't so all I can say is buy this by all means if you haven't got any of the SF series, or if you're some kind of sicko Street Fighter completist

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION			■	
CHALLENGE			■	
REFLEXES			■	
ORIGINALITY		■		

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	
DAY			■	
WEEK		■		
MONTH		■		
YEAR				■

GRAPHICS — 90

▲ Superb reproduction of the arcade game with detailed sprites and backgrounds.

SOUND — 87

▲ Top tunes and the sound effects have been greatly improved over Turbo.

▼ Could have been in Dolby Surround though!

PLAYABILITY — 90

▲ Probably the most responsive and controllable fighting game on the Super Nintendo.

LASTABILITY — 85

▲ Two-players could go on forever!

▼ Most of us are too familiar with the Street Fighter games and are therefore likely to exhaust the single player challenge pretty quickly.

OVERALL — 85

Great for first time Street fighters but since most of the nation already owns at least one other version of Street Fighter I just can't see why you could possibly want this expensive re-run.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: NINTENDO
- PRICE: £44.99
- RELEASE: DECEMBER
- GAME TYPE: BOXING SIM
- CART SIZE: 8 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: Yes
- CONTINUES: Infinite
- OPTIONS: Controls

GAME INFO

- GAME ORIGIN: Based upon the classic Punch Out on the NES
- GAME DIFFICULTY: Tough
- SCORE TO BEAT: Clean record to the Major Circuit
- ALTERNATIVES: Just Boxing Legends of the Ring

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Tip top

X — Nothing

A — Special Punch

B — Right Punch

Y — Left Punch

L/R — L: No Function; R: No Function

S — Start: Retire; Select: No function

GAME CREDITS

- DEVELOPED BY: NINTENDO
- DISTRIBUTED BY: NINTENDO
- MADE IN: USA
- ARTWORK: © 1994 NINTENDO

SUPER

Learning to walk is a painful experience for some. While many fortunate humans are gently encouraged to place one foot in front of the other and left to cling onto whichever piece of furniture or anatomy is at hand, others would like to forget about the whole walking thing altogether. As a kid, when the Saturday Morning cartoons flicker away in the background, wouldn't you rather just sit down and watch all the pretty colours flashing before your eyes and listen to the voices you don't quite understand yet? Of course you would. And that's why some of us turn to boxing when we get older, in an attempt to revisit these early learning experiences and take control: After being smacked in the face enough times, the floor and psychedelia are the only things left to consider.

In Nintendo's latest venture they take the controversial sport of boxing and transform it into something much safer and arguably more fun than the real thing. Becoming boxing champion of the world involves developing the necessary reflexes and tact of a professional and players are spared none of the humiliation of losing, save the bruises, but - ahh - the glory of success.

Please accept your complimentary, ring-side seats as NMS train the review spotlight on this exciting contender.

PULP FACTION

To prove his worth a fighter must triumph through three boxing leagues, or 'Circuits'. Four fighters are encountered in each, with even the Minor Circuit posse being challenge enough for fighters who don't keep their wits about them. Here's what to expect from the first six knuckle heads in the game.

MINOR CIRCUIT
GABBY JAY Rank #3rd

With his years of experience this wizened old pro knows when to back off and catch his breath and finds a way through the guard of a feeble defender. Time cannot prevent the deterioration of muscle tone, however, so body blows really take the wind out of Gabby.

MINOR CIRCUIT
BEAR HUGGER Rank #2nd

Catch Bear Hugger anywhere except his bearded chin and he does nothing more than poke his tongue out at you. Jab him to the face, however, and the big feller retaliates. Immediately after Bear Hugger reaches out to clap your fighter on the ears is the time to strike.

(BELOW) Holy Moly! Does this bloke ever wash under his arms! It's like a vinegar bottle in here! Oik!

PUNCH OUT!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

MINOR CIRCUIT

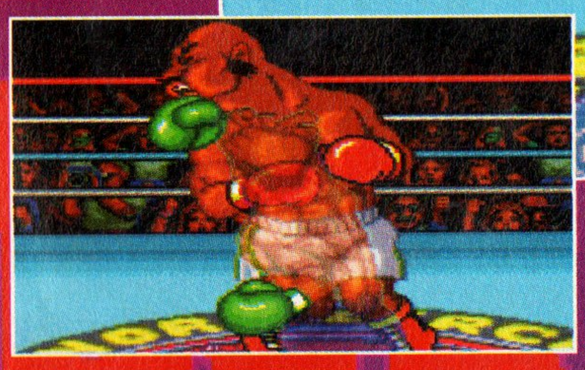
PISTON HURRICANE

Rank #1st

Piston is one of the most difficult fighters to predict when his trademark 'Hurricane', a flurry of hooks and jabs, gets into full flow. A fighter's only hope is to duck and weave like there's no tomorrow - and there won't be if this bozo connects! Try to stop him with an uppercut to the stomach when he rolls in for the attack.

(ABOVE) Piston is wide open to a hefty smack in the guts when he runs over to attack. Time it right and half his energy is drained!

(LEFT) The Sandman's defence is hopeless. So long as you can predict his offensive moves defeating him is a cinch. Nighty night!



(ABOVE) 'Blue, blue, blue suede shoes! Uh-huh! Blue, blue, blue suede shoes! Oh you can do anyfing bu' lay orff mah blue...'

(ABOVE) 'Yee-aaaw! C'mon! Ow! Yee-aaaw! Rock and Roo-oool!'

MINOR CIRCUIT

BALD BULL

The Champion!

He is bald but this fighter ain't talking bull when he says he's going to lift your head off. The reigning Minor Circuit champ has the strength of an ox though he's slow to act but, boy, when he does, you don't want to a repeat performance. Bull grunts and charges at your fighter building up momentum for one massive uppercut. It's goodbye teeth, hello dentures.

REVIEW

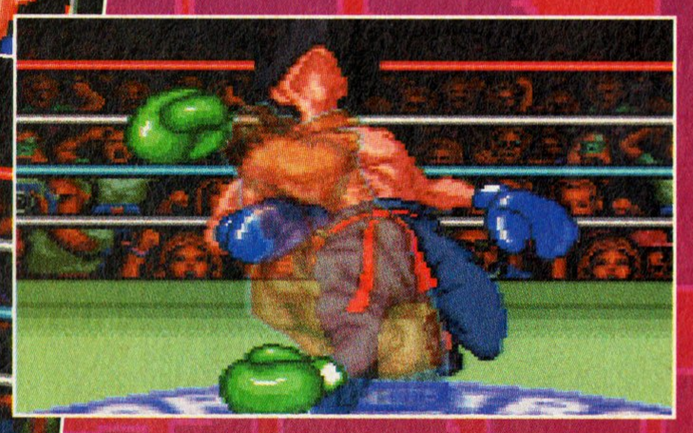
SUPER NINTENDO ENTERTAINMENT SYSTEM

GLORY BOX

Any fighter worth his Vaseline knows how to dazzle at the most opportune time, yet such demonstrations of creative technique are impossible without the benefit of some reserve power. Players monitor their fighter's excess energy from a meter placed at the bottom of the screen. The gauge increases every time a clean punch is landed, and decreases whenever your fighter takes a beating. Time it right and a special attack affords your fighter a succession of rapid blows to the opponent or else crushes them with a knockout hook to the head or body.

MAJOR CIRCUIT
BOB CHARLIE Rank #3rd

When Bob talks about smoking some weed he means YOU! Though he's so laid back he's practically horizontal, Charley's sloping, almost sloppy style shakes a fighter to the depths of his boots like the bass of a hardcore dub mix!

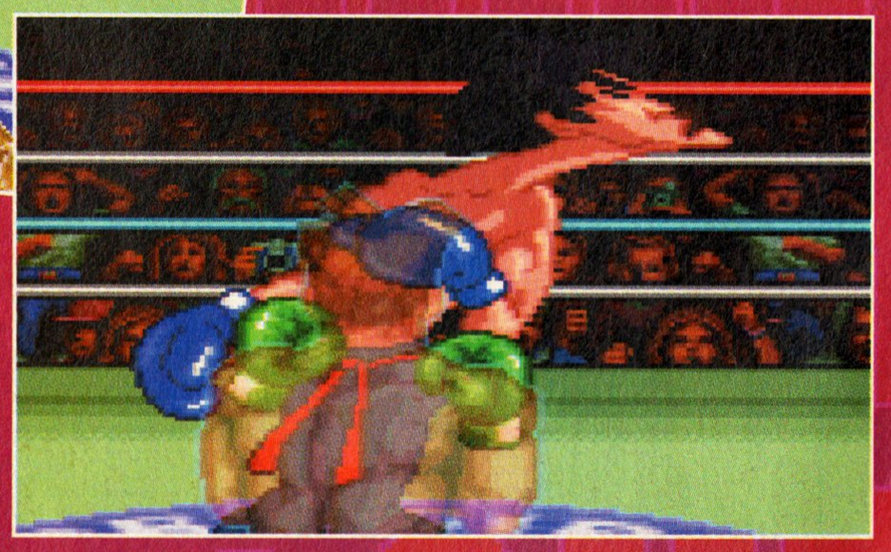


(ABOVE) 'How'd you like to where your chin as a forehead Chan?' PAFF!

MAJOR CIRCUIT
DRAGON CHAN Rank #2nd

It's at this stage of the game that the absence of a referee becomes painfully obvious - it's obvious, and it's painful. Though this ain't no Muay Thai tournament, Chan takes to kick-boxing your fighter's sorry ass all the way to the hospital and even stoops so low as to use the turnbuckles as apparatus for his aerial assaults.

(ABOVE) 'See these shoes! HUNDRED QUID from Harry Hexpensive. They're WICKED guy! Nyeeah!'



(ABOVE) 'There look, on the side of my kneck. See it? A spot? Oh I'm so embarrassed about it you know.'

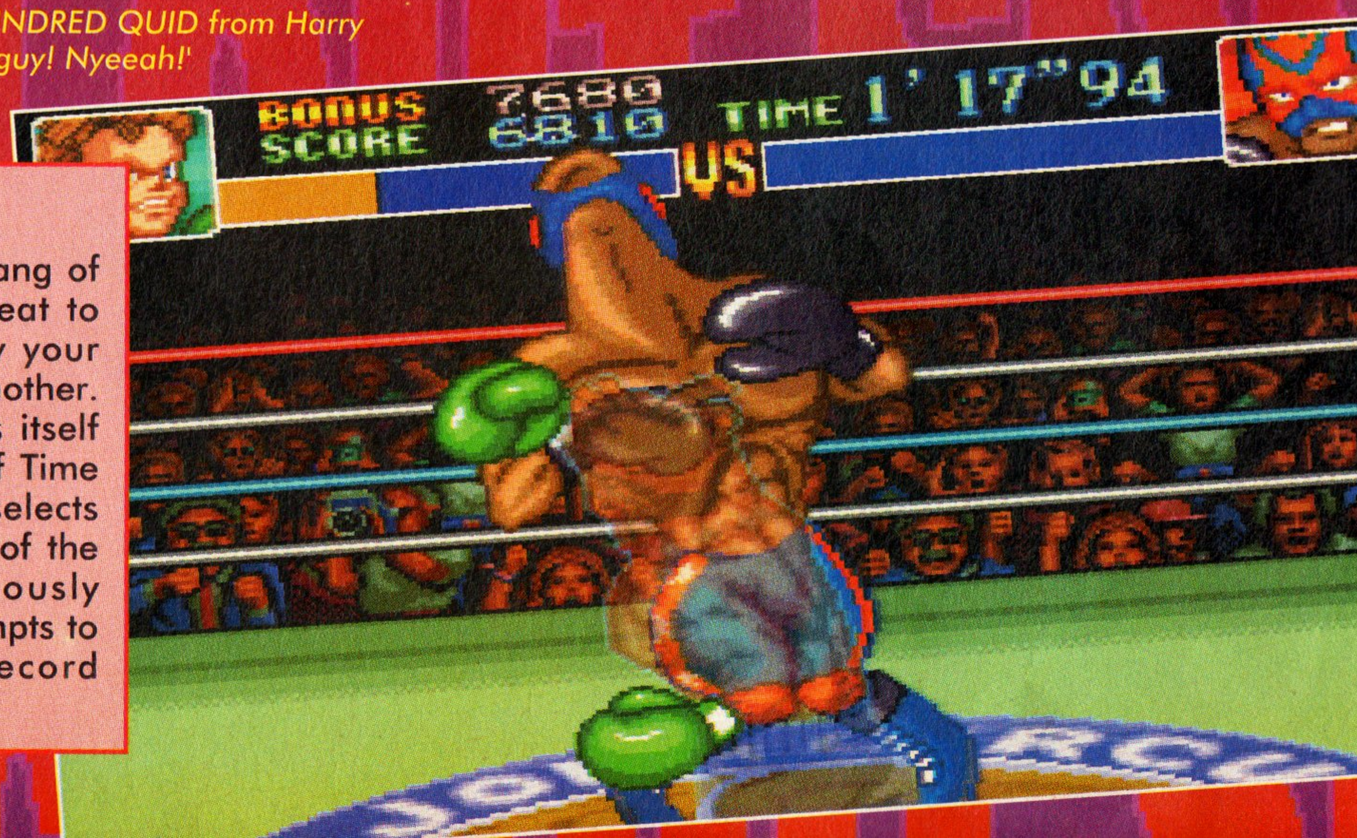
COMMENT

ANDY

There's only one problem with Super Punch Out as far as I'm concerned - you can't flipping well cheat! So instead of being able to get away with cheap punches and somehow sneak out alive from prospective torturous exchanges with several strokes of luck, I'm forced to excersise some skill for a change. I'm telling you, if you're expecting to have this game beat inside of a week you've got another thing coming! It wouldn't be so bad if the opponents fell for the same trick twice, but they don't. Instead I'm being forced to learn new tactics for every new fight or else I get pasted and laughed out of the office. I don't know, this game's making my life a misery. But I love it! Yes I do! It's the best laugh I've had in years and my throats so sore from shouting I can hardly speak. All I can say is buy Super Punch Out but remember to buy some Strepsils before you do. It's excellent!

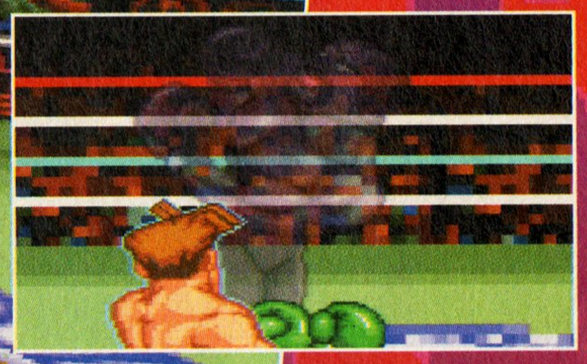
PUT 'EM UP

Once players get the hang of this boxing lark it's great to prove just how quickly your fighter can despatch another. This opportunity makes itself avaliable in the form of Time Trials. Here a fighter selects an opponent from any of the circuits he has previously white washed and attempts to knock them out in record time.



MAJOR CIRCUIT
MASKED MUSCLE Rank #1st

The cover star! This mystery man fights dirty and uses every mean trick in the book to get the better of his opponents. His head butt deals two blows, heavy enough to floor a fighter instantly. If things are looking bad for him, he spits in the other guy's face and takes the opportunity to pummel the confused victim while he's blind. Disgraceful!



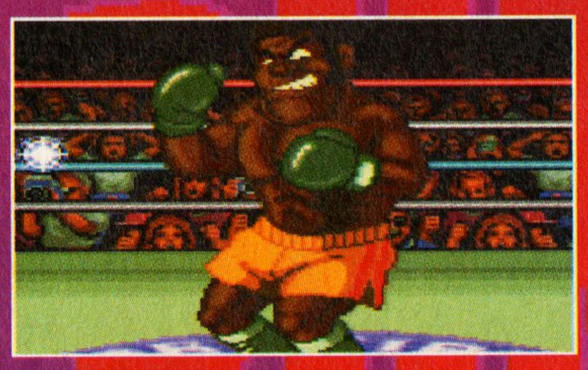
(ABOVE) As the tournaent progresses dodging attacks is every bit as important as delaing the blows.

(RIGHT) The tougher opponents are more likely to come back after a knockdown.

MAJOR CIRCUIT
MR. SANDMAN The Champion!

For a while it seems the Sandman isn't all he pretends to be. He falls for repeated blows to the stomach and is slow to react with anything of his own. It's not until he's climbed to his feet for the second time that there's any cause for worry. Sandman's corner go wild in shouting instructions to their champ and woe betide any fighter who isn't prepared for the results!

(ABOVE) Two hits is all it takes from Sandman to completely sap a fighter's energy!



COMMENT

PAUL

No two-player option for Nintendo's Super version of the classic Punch Out immediately places the longevity of the game under suspicion. Some might even criticise the game for being yet another excuse to revive an old title. As soon as you enter the first fight, however, you realise this game's going to keep you left and right hooked for a long time to come. Even old Gabby Jay has enough savvy to drop your fighter if you're not careful, and he's the first guy you meet. Imagine how tough the bruisers are in the Major and World circuits, and then there's the added challenge of a secret Special Circuit! Becoming a champion is as much fun as it is a rigorous ordeal: You might want to chuck the telly through the window after the final, fatal TKO from an especially slippery opponent but the cusses are always accompanied by a smile the size of your face as you reach for the joypad once more. Due to the exaggerated features and animations of the fighters, every punch connected makes you wince and every knock-out blow is met with loud cheers. The pleasure of sussing a fighter's tactics and using the knowledge to pummel them into the canvas is unparalleled in any other boxing game and the action is so convincing you end up ducking and weaving in your seat! Super Punch Out is simply the best!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				■
ACTION				■
CHALLENGE				■
REFLEXES				■
ORIGINALITY			■	■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK				■
MONTH				■
YEAR			■	■

GRAPHICS — 86

▲ Huge, thumping great sprites are brought to life with wonderfully OTT animation and vivid colours. The perspective employed is perfect - it's like you're actually in the ring.

SOUND — 85

▲ Smacking great sound effects make every blow sound like fighters are being hit good and proper! Exciting music prevents the adrenalin buzz from waning.

▼ No musical masterpiece though.

PLAYABILITY — 93

▲ Straightforward and instantly addictive. No end of fun for players competing to improve record knock-out times.

▼ Too simplistic for fans of Street Fighter II style combat.

LASTABILITY — 84

▲ It takes a lot of time and mental stamina to overcome every fighter in every circuit. It's a great game to go back to, especially with the Time Trials making every fighter easily accessible for a challenge.

OVERALL — 92

The NMS judges are unanimous in their decision: Super Punch Out is undisputed boxing champee-een of the world.

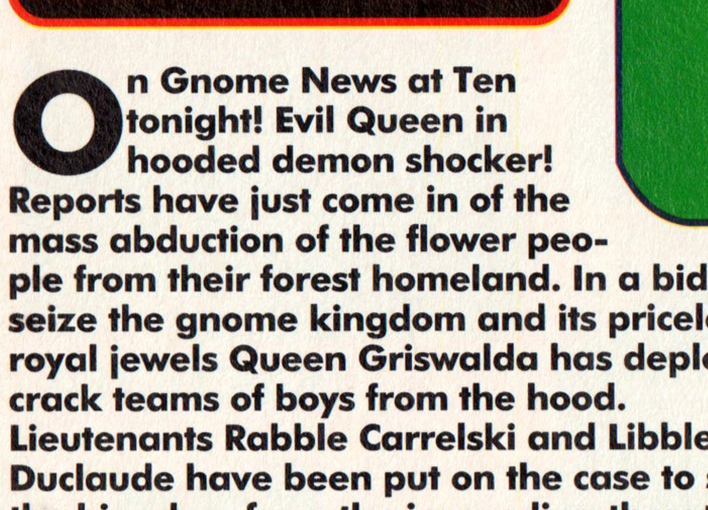
REVIEW

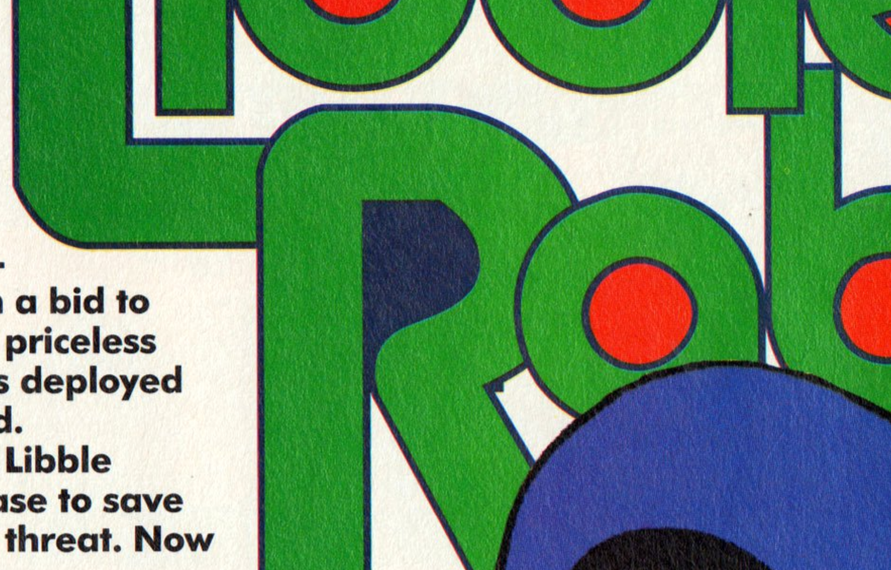
SUPER NINTENDO ENTERTAINMENT SYSTEM

Libble Rabble

On Gnome News at Ten tonight! Evil Queen in hooded demon shocker! Reports have just come in of the mass abduction of the flower people from their forest homeland. In a bid to seize the gnome kingdom and its priceless royal jewels Queen Griswalda has deployed crack teams of boys from the hood. Lieutenants Rabble Carrelski and Libble Duclaude have been put on the case to save the kingdom from the impending threat. Now over to Tom for the weather.

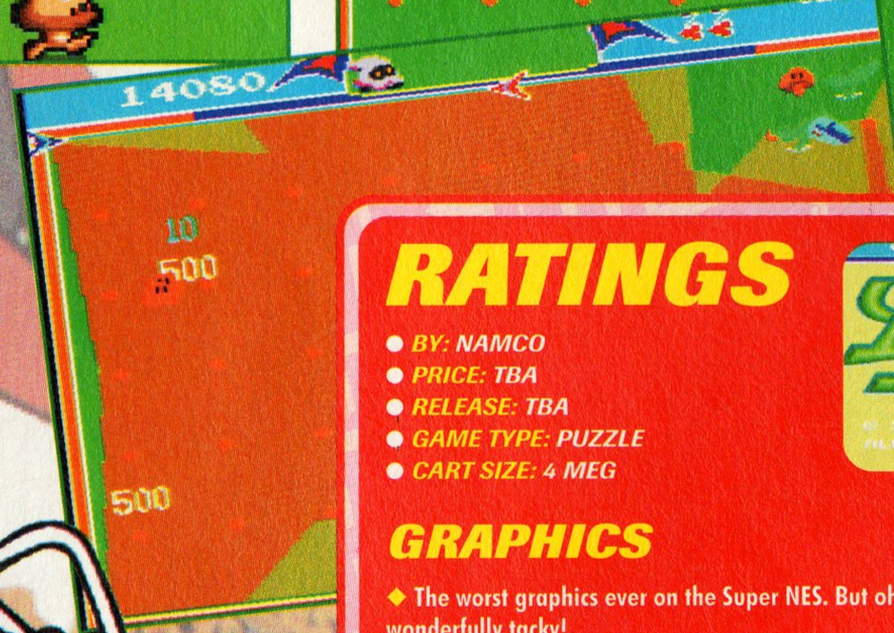
Believe it or not, Libble Rabble has been saved from the dusty corner of the great video game in the sky to appear on a cart near you. One of the most simple games in terms of gameplay, the action follows the exploits of two young gnomes and their magic elastic band. By using the D-Pad for one character and the X, Y, B, and A buttons to direct the other, the aim is to wrap the offending hoods in your magic tape, thereby relegating them to the sin bin. But bump into one of the angry hoods, and the tape gnomes are history!





PUSH BUTTON

Included in the Libble Rabble package is a handy button adaptor to turn your multi-coloured buttons of joy into another D-Pad.



FLOWER CHILDREN

During their magic tape wrapping adventures, both Libble and Rabble should be on the look-out for the occasional treasure chest making an appearance. Once spotted, our boys with the stretch-elastic should whiz round the offending jewellery box and nab the goodies. But watch your backs, as along with the sparkly stuff come the mischievous flower people. These are the little devils you want to round up to for their own good, and the good of the forest.

COMMENT

This is truly a remarkable achievement. Never have I seen graphics quite as tragic as in Libble Rabble. The colours are disgusting, the animation is non-existent, and the sprites are blocky and basic to say the least. Likewise the tunes will have you squirming in agony as they beep and whine in poor quality akin only to the good old days of the ZX Spectrum. This is a shambles. But a marvellous shambles! The game may be basic in appearance, but in gameplay terms it's a masterpiece! A test in co-ordination and timing, you will be absolutely hooked from the word 'go' and cursing your last false move as a hooded one nabs you. One major quibble, however, has to be with the expected price tag. All gameplay and no presentation don't pay the bills!

RATINGS

- BY: NAMCO
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: PUZZLE
- CART SIZE: 4 MEG

GRAPHICS 20

◆ The worst graphics ever on the Super NES. But oh so wonderfully tacky!

SOUND 35

◆ Grating, annoying tunes, that go on and on. You'll be whistling them for days.

PLAYABILITY 85

◆ One of the hot contenders for addictive game of the year. Infuriatingly brilliant.

LASTABILITY 82

◆ An absolute arcade classic, that will have you going back for more and more.

OVERALL 83

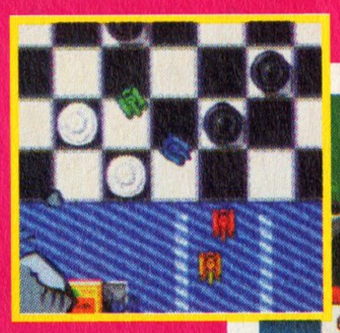
Dire graphics, appalling sound, simplicity at its best. Simply brilliant!

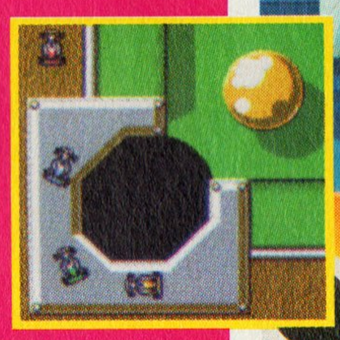
THE ORIGINAL

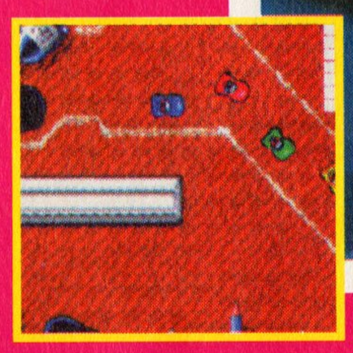
Micro Machines

SCALE MINIATURES

GALLUP No.1 BEST SELLER







NOW AVAILABLE ON SNES AND GAMEBOY

SUPER NINTENDO ENTERTAINMENT SYSTEM

GAME BOY

ocean

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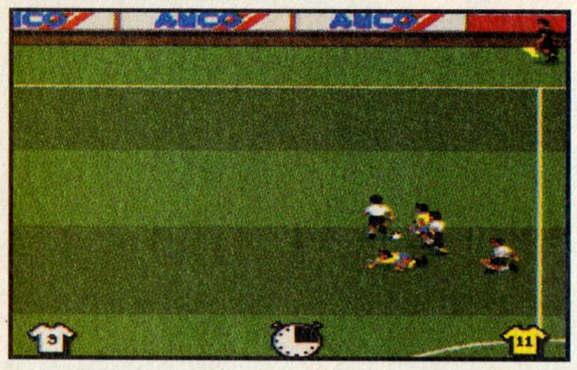
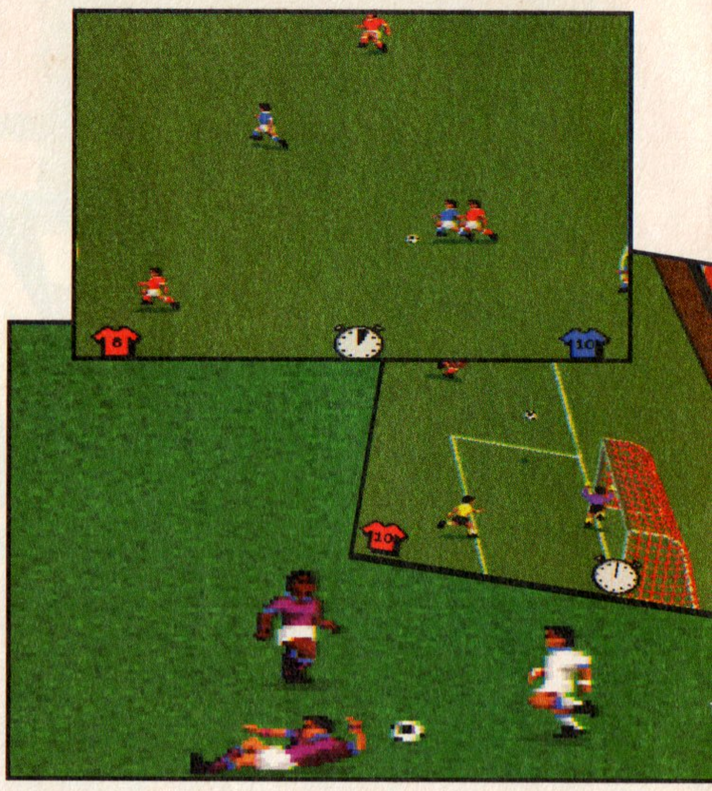
REVIEW

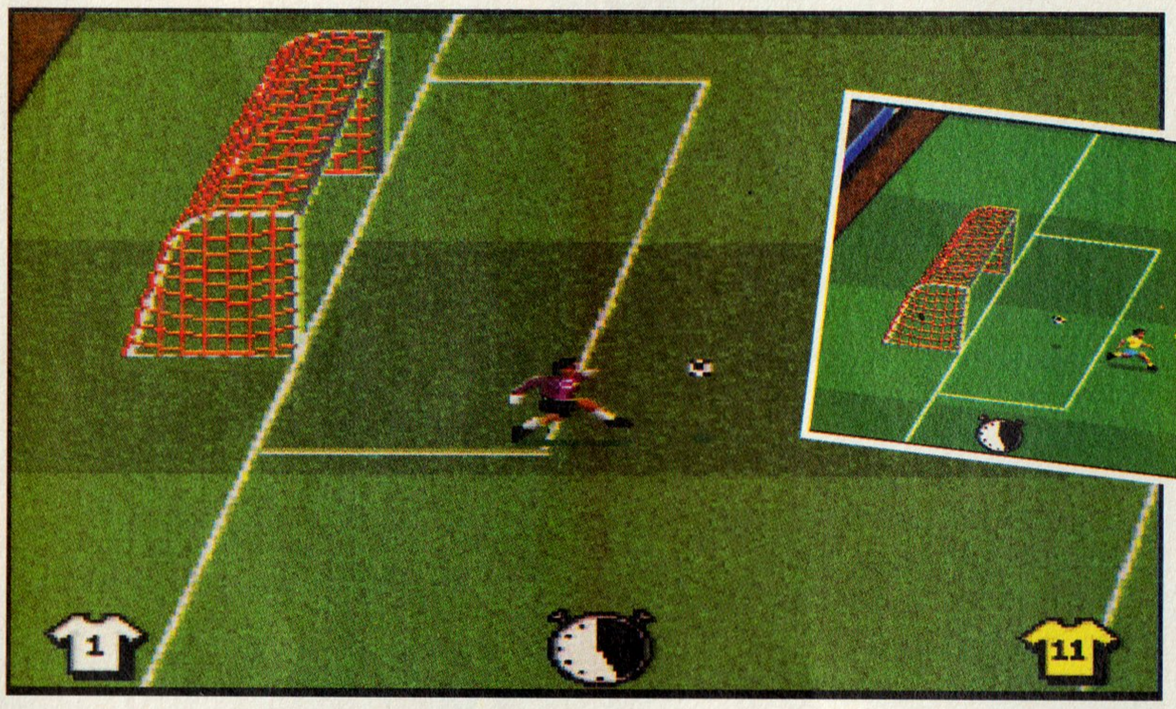
SUPER NINTENDO ENTERTAINMENT SYSTEM



In the beginning there was Kick Off. No other Soccer games of note - just Kick Off. And the masses looked upon it and saw that it was good. And other developers of software looked upon it and said "Let us too have a piece of this lucrative action". And lo! A multitude of imitators sprang forth and spread across the land and there was much confusion as to which game was the most blessed. The makers of Kick Off were most displeased and took shelter, plotting their vengeance. And it came to pass that Kick Off 3 was created. And the masses saw that it was filled with much goodness and many marvels. Yet the same words held true for many other games that had also been created at the same time. So it happened again that they withdrew and verily they did sulk and reprogramme their game. They have looked upon the games market and seen that now looks as good a time as ever to finally release Kick Off 3 - European Challenge. The wise ones say that it boasteth many new wonders. Speaketh they porkies or not?
Let us seek out the truth...

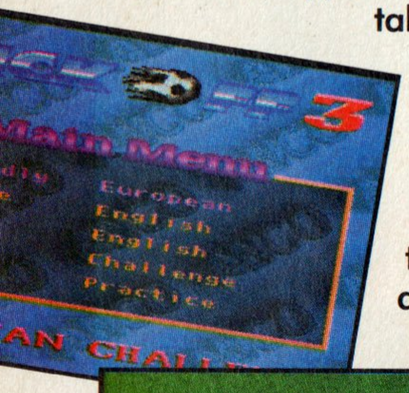


KICK OFF 3



NEW FANGLED ANGLE

So what exactly is so new and exciting about Kick Off 3 that has taken eight months in reprogramming? Quite a lot as it goes. For starters the game now has around 100 top European clubs as well as all the English ones. Each one has their own playing style and it is even possible to concoct those dream encounters between, say, Man U and Barcelona - and even the score a bit. A Practice mode has been included to allow players to perfect their dribbling, shooting and skills from set plays, amongst many others - and the number of set plays available has been upped to an amazing 40. Also players can take advantage of the Team Talk facility that allows them to effectively "manage" their team and give 'em a right roasting if they're not giving 100%, it is also possible to alter the team tactics in this mode. Add to that the great gameplay and you've a very full package indeed.



COMMENT

Why Imagineer decided to withdraw this game on the eve of release is a bit of a mystery - perhaps the competition from the likes of FIFA and World Cup 94 was too much? Anyway it's back boasting a whole range of new features that are supposed to distinguish it from its competitors. Unfortunately all they really add up to is a nice bit of decoration - the actual gameplay remains pretty much untouched. However, this is no means a bad thing because Kick Off 3 is a very fine footy game indeed - pacey, extremely playable, good to look at and with all the features a true soccer fan could wish for. Worth a whirl any day.

RATINGS

- BY: VIC TOKAI
- PRICE: £49.99
- RELEASE: NOW
- GAME TYPE: FOOTY SIM
- CART SIZE: 8 MEG

GRAPHICS — 85

◆ Bigger than your average sprites and nice animation. Side-on view is unusual but works well.

SOUND — 80

◆ The effects are ok but, ooh, those crowd noises! In the words of our publisher David Kelly - "not good!"

PLAYABILITY — 90

◆ Team talks, over 40 set plays, all teams have their own playing style and great gameplay. Cool.

LASTABILITY — 91

◆ A 50 stage challenge should keep you busy. Endless fun to be had in two-player matches.

OVERALL — 91

A fine soccer game that holds its own well among the crowds of other titles. Seek and ye shall not find disappointment.

AWESOME ACTION

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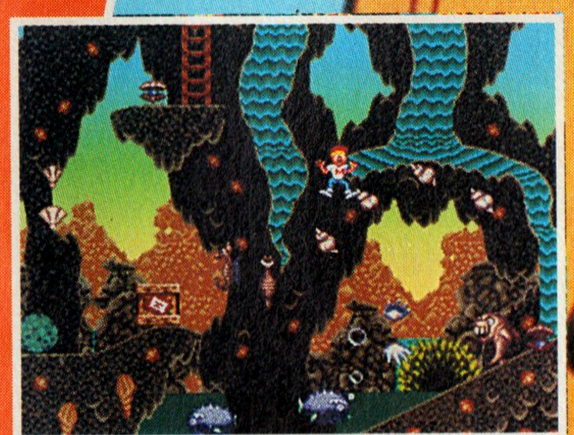

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SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION

MEGA DRIVE

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* CALLS COST 39P MIN (CHEAP RATE), 49P MIN (AT OTHER TIMES). MAXIMUM CALL LENGTH 7.5 MINS. MAX CHARGE (CHEAP RATE) £2.93. MAX CHARGE (AT OTHER TIMES) £3.68.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: SETA
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: PLATFORM
- CART SIZE: 16 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: A mere 8
- OPTIONS: The usual config.

GAME INFO

- GAME ORIGIN: Flashback meets the Prince of Darkness
- GAME DIFFICULTY: Hard
- SCORE TO BEAT: Complete Level Three
- ALTERNATIVES: Flashback, Prince of Persia, Castlevania and Blackhawk.

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Slow

X: Nothing

A: Nothing

B: Jump

Y: Attack

L/R: L: Nothing, R: Nothing

S: Start: Starts/pauses, Select: Nothing

GAME CREDITS

- DEVELOPED BY: SETA
- DISTRIBUTED BY: TBA
- MADE IN: JAPAN
- ARTWORK: © 1994 SETA

As the mists of time slowly close-in on another century, the evolution of mankind is hounded once more by the beast who stalks the night. That's right folks, the bloke with the elongated teeth and a penchant for slender necks of the female variety is back, again! Over the centuries he has tried to conceal his identity by going under aliases – Dracula, Vlad the Impaler, The Count, to name but a few. So this time round he's opted for one of his less famous nicknames, Nosferatu. And more's the point he's in your neck of the woods and is winging his way to a Super NES near you.

In an evil abduction-type plot, Nosser has crept into the bedroom of sleeping beauty Tina, and whisked her off to Raven's Croft castle spanning the peak of the mountain. Said beauty just happens to the fiancée of Keith (well his name's not really Keith, but for the sake of argument...) martial artist extraordinaire, and deadly foe of the undead. The game style itself owes a great deal to the Flashback/ Prince of Persia view and control system, and similarly boasts highly stylised character animation and backdrops. Throughout the six main locations Keith must confront all manner of monsters, scale unscalable heights, and be a general all-rounder super guy out to rescue the luverly Tina.

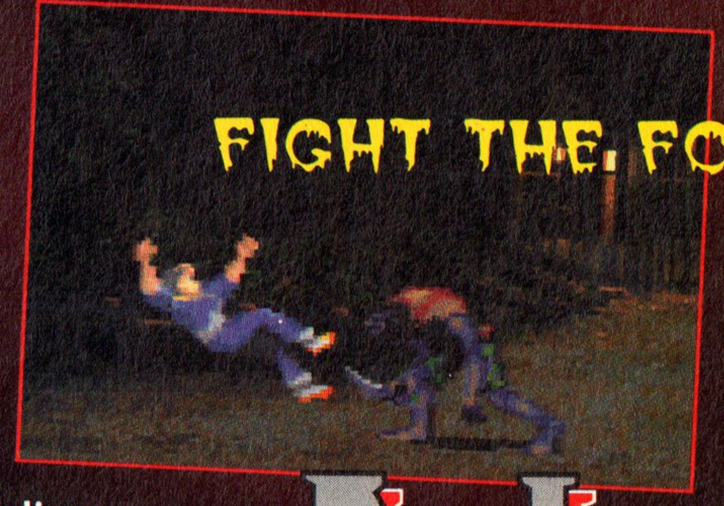
ART OF FIGHTING

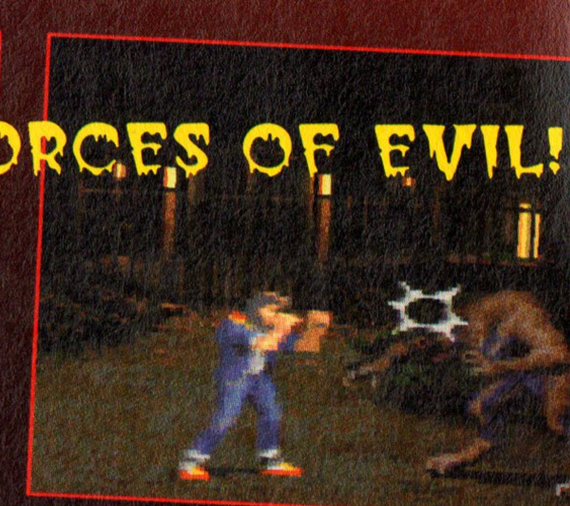
In the early stages Vlad's monster pals cause our hero few problems, due to the fact they are unaware of his fiancee snatching intentions. But once rumbled, their attacks become vicious and carefully timed. So it's pretty darned lucky Keith is a bit of an expert in the old martial arts lark. Via combinations of button presses and D-Pad movements, in a vague sort of Streetfighter/ Mortal Kombat fashion, the boy wonder can perform a series of special moves.

COMMENT

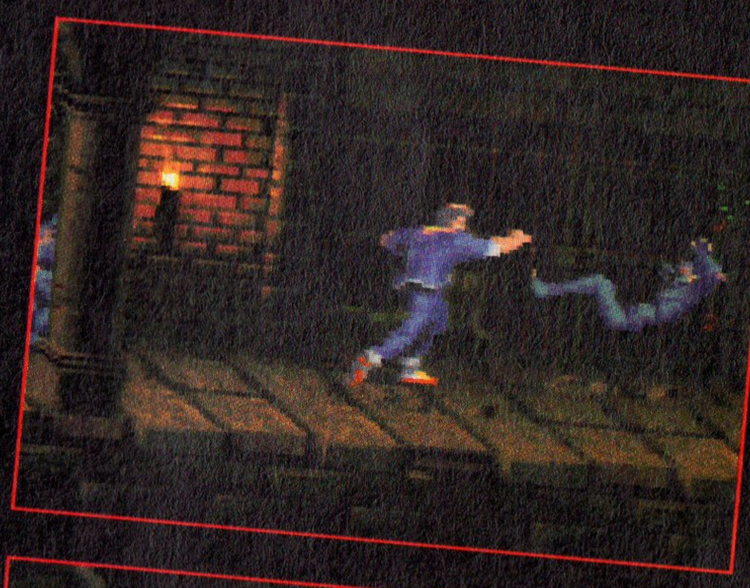
ANDY

What a disappointment. What we were eagerly looking forward to as a great successor to Prince of Persia with great combat moves turns out to be a rather slow and tedious affair filled with the sort of situations you have no real control over thanks to the slow response of your character. Shame really as the game looks and sounds absolutely brilliant and has some of the best presentation I've seen in any game. Ah well, that'll teach me to expect great things from a title just 'cos they've got pretty graphics. Next!...

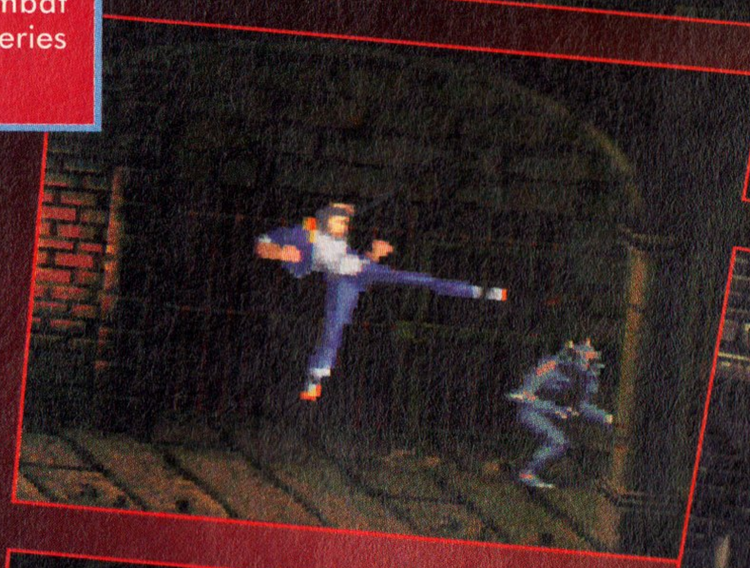


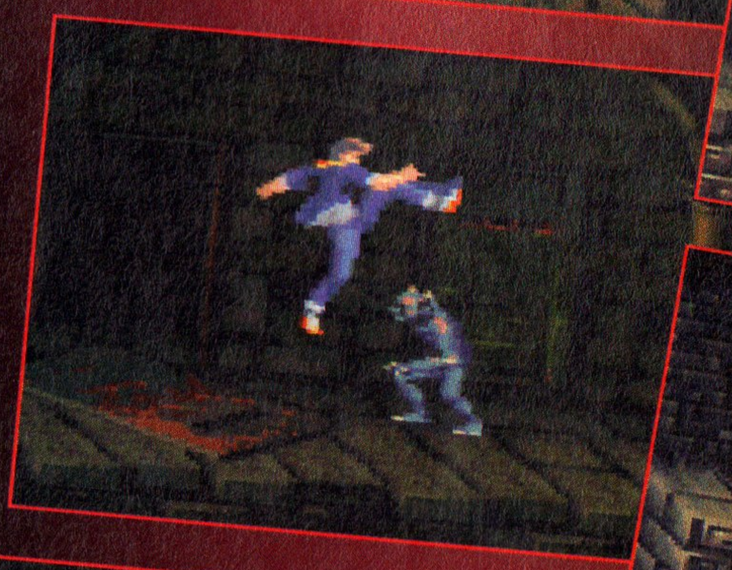


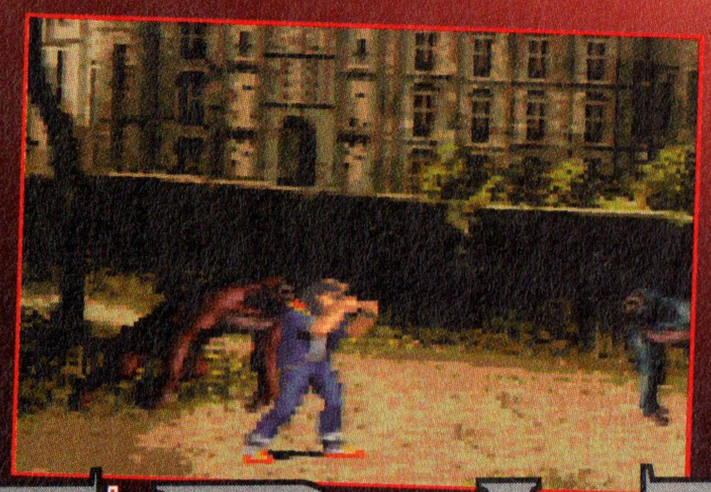
NOSF



(LEFT) Fight your foes with a amazing assortment of martial arts attacks.







(LEFT) Though small, the boss characters are clever and very powerful!

ERATU

(ABOVE) A typical 'watch your head' situation for the Nosser nailer. Timing is very important in circumstances like these.

CLOCK ON

With his spies on constant lookout for intruders, bat-features can strike at any time. And the only way Keith is going make it through, is by keeping on his toes. The time counter in the bottom left hand corner of the screen keeps you up-to-date with the amount of time he can remain in any given location. Some help, however, is at hand from the egg timer bonuses that extend your stay and increase your chances.

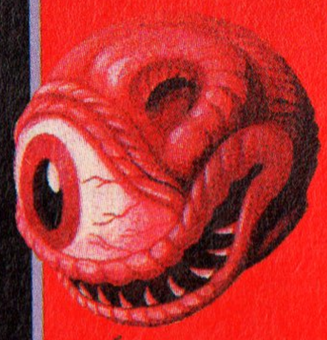
(ABOVE) Save time by performing tricky manoeuvres in crucial situations.

CRYSTAL MAZE

Whilst in the dark realm, Keith is also protected by the force of the Power Crystals. Instilled with all that is good and wholesome, they protect Keith's untarnished soul from the creeping forces of evil. However if he takes a hit from a dungeon denizen, the white energy is sapped from the crystals. Once the crystals are drained, Keith is unable survive the onset of evil. Unfortunately for he-of-long-tooth, some caskets containing regenerating crystals have been carelessly left about the premises, from which our chap on the line can gain some refreshment.

(ABOVE) Shouldn't have eaten all that cheese last night!

COMMENT



The appearance of Blackhawk and now Nosferatu in recent months seems to suggest a renovation for the heavily stylised and themed games from Delphine stable. But where Blackhawk succeeds, and unfortunately Nosferatu comes a cropper, is on the gameplay front. For all the beautifully designed locations and fabulous animation, the game suffers from an awkward, and therefore frustrating control system. It's fine having a beat 'em up-style combat system, but you need more access to special moves, and more than two buttons to actually feel as if you're in control. For example, it's quite possible to defeat the bosses by nothing more than tapping the key repeatedly. This is to say nothing about the rather sparse number of stages and the formulaic approach to previously completed levels. I'm afraid it's a case of the presentation and graphics outweighing the essential gameplay elements.

PAUL B.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				■
ACTION				
CHALLENGE				■
REFLEXES				■
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK				
MONTH				
YEAR				

GRAPHICS — 90

▲ Superbly atmospheric presentation and some wonderfully animated sprites.

▼ 'Seen one level, seen 'em all, guv!', does spring to mind at times.

SOUND — 85

▲ Highly effective use of moody music and FX. Guaranteed to send shivers down your spine.

▼ Some more variation in the music would have been nice.

PLAYABILITY — 76

▲ An involving adventure platformer with a beat 'em up crossover fighting system.

▼ As with other heavily stylised games the control is often unresponsive and extremely frustrating.

LASTABILITY — 78

▲ A real challenger on both the demon bashing and problem solving fronts.

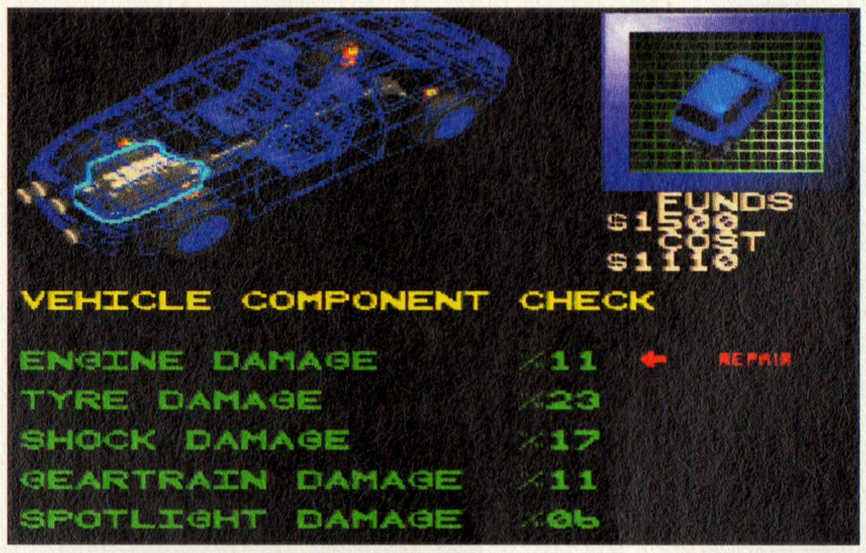
▼ But once solved, there are only six stages to complete.

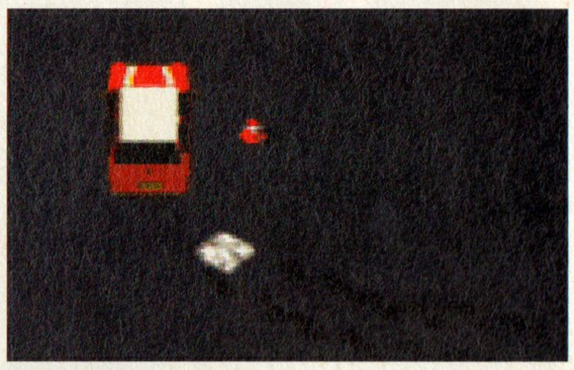
OVERALL — 79

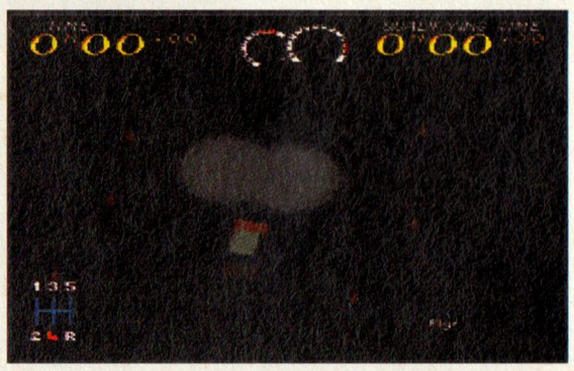
A right stunner in the looks department, but the gameplay is thin on the ground and the controls are too complex and sluggish.

RALLY ROUND AND WIN WITH POWERDRIVE

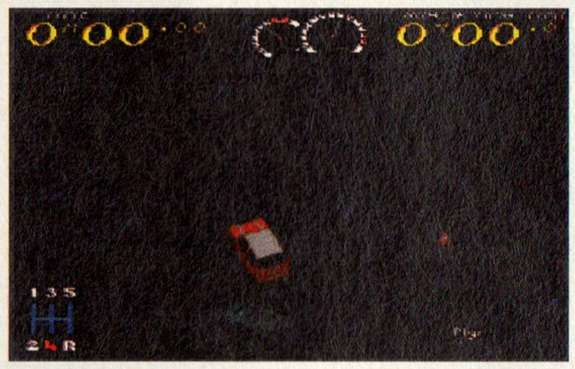
There's no real shortage of racing games on the Super NES, what with the likes of Mansell, Mario Kart and Street Racer. However, the same could not be said of actual "driving" games. You know, the sort where the action is based on the characteristics of real cars, with all their strengths and weaknesses. Until US Gold invented Power Drive, that is. This great game - that scored a most respectable 90% in issue 26 - takes as its inspiration the thrills and spills of real rally car racing, and puts the player through an increasingly tough set of challenges across a whole world of rally courses. Would-be dirt-burners are first put in charge of suped-up weekend-specials such as Fiat given the chance to upgrade to more "manly" motors like Cosworths or Astras. Take it form us - this game is top! And now, courtesy of US Gold, six fortunate rev-heads will have the chance to win to copy game - and perhaps a bit more besides. So without further ado and in the words of the great Jim Bowen - let's have a look at what you could win:

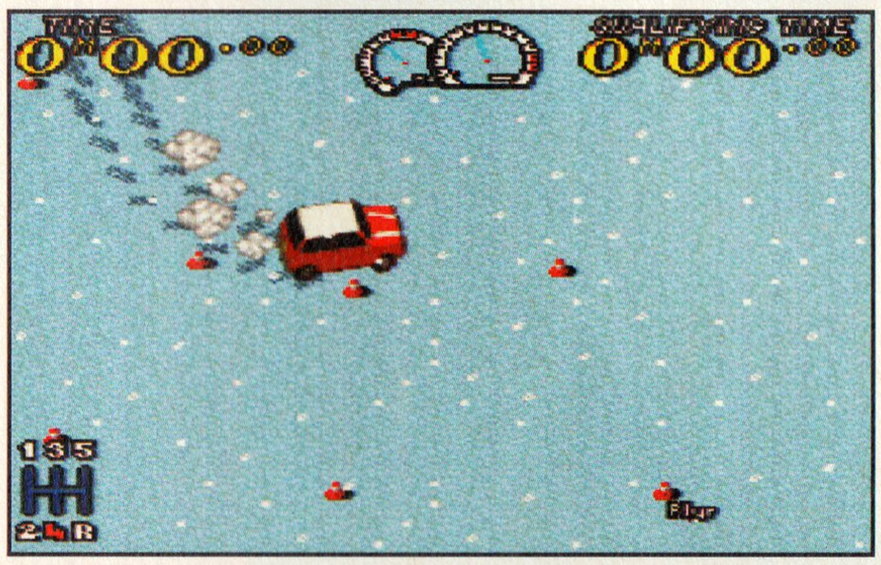


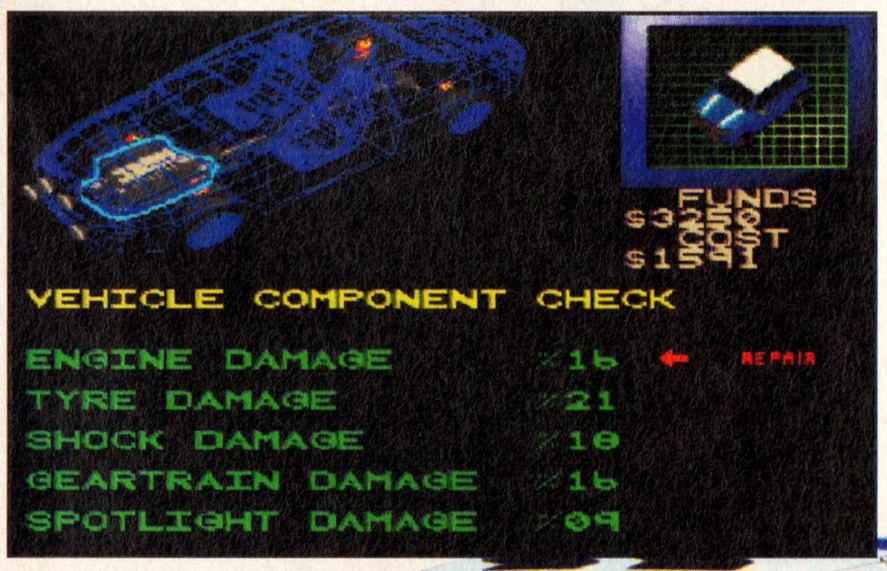




Five oh-so-spawny Runners-up are going to waltz away with a copy of the game each. great eh! And there's more too - today's fashion conscious gamer needs to look stylish whilst they're playing. To this end US Gold have generously thrown in a Power Drive T-shirt, Power Drive Baseball cap to shield your eyes from that harmful TV glare and, heck, a Power Drive Jacket too.
Pah! But why would you want to have that lot when you could win tonight's star prize - All of the above aaannnddd an absolutely fantastic Remote Control 1/10 Scale Escort RS Cosworth Rally Car from model masters Tamiya, complete with rechargeable 14 hour battery aaaannnnddd a brand-new-we-haven't-used-it-honest Hitachi Portable colour telly with remote control and box and everything!!!







(LEFT) See this Cosworth thingy on the left? This is what you'll win. Well only if you are indeed a lucky chuffer and get picked. You get a top telly too. Can't be bad! As Pete would say.

And all you have to do to win is answer the following three questions and bung 'em on the back of a postcard, envelope or whatever and send it off to TALK ABOUT SKIDS - CHECK THIS OUT, POWER DRIVE COMPO, NMS, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.
Now for those questions:

Question 1: Which of the following cars does **not** appear in Power Drive?
a. Cosworth
b. Celica
c. Morris Minor

Question 2: The annual Rally that takes place in the British Isles is sponsored by which motoring organisation?
a. The Automobile Association
b. The RAC
c. Keith's Kar Klub, Rossendale

Question 3: Which of the following countries is **not** a rally venue in Power Drive?
a. Britain
b. Australia
c. Pongoland

Answers no later than **January 31st**. You know what to do, now get motoring!

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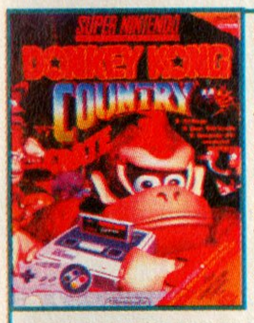

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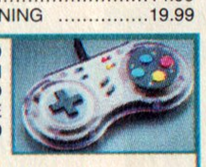

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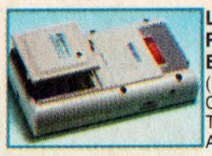

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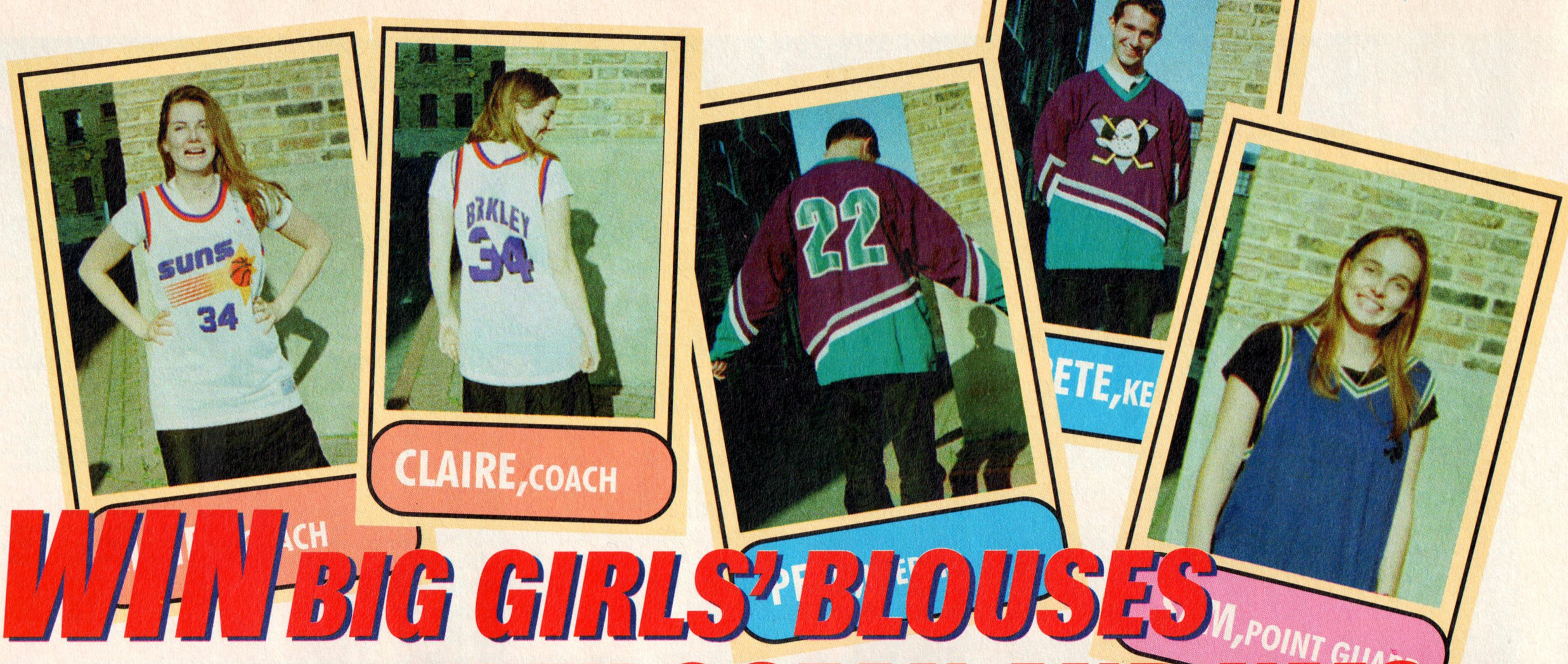
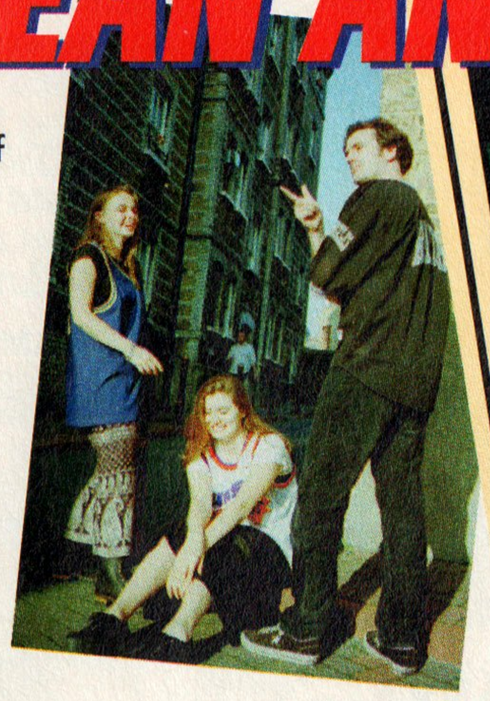


WIN BIG GIRLS' BLOUSES WITH OCEAN AND NMS!!!

Well that's a slight exaggeration and heaven forbid we should refer to our lovely models, Claire and Sam, as big - not unless we wanted to suffer the death of a thousand neck punches, that is. Come to think of it they might get equally shirty if they think we're offering their blouses as prizes, so let's end this confusion and point out that succesful entrants in this fab comp can actually win the OFFICIAL sporting merchandise seen here swamping our delectable debutantes (and Andy and Pete) and, if they're extremely lucky, a whole lot more too...

Yes, Ocean in their infinite magnaminity and as a mark of celebration to launch their rather fabulous sporting titles - NHL Live 95, Madden 95 and NHL 95 - have decided to offer EXCLUSIVELY to NMS readers the chance to win one of the following prizes...



One of Ten copies of either one of the games for ten not-so-lucky-but still-quite-fortuitous runners up, including... One of three OFFICIAL sports shirts representing the top teams in each field for the three runners up we like the best. We have a Raiders top for Yank footy fans, a spec-duckular Anaheim Mighty Ducks shirt for the Hockey enthusiast and a Barkley Phoenix Suns vest for the dunk-crazy hoopsters. Not bad, eh?

But what of the overall winner? What does he/she win? An unbelievable full home Basketball set-up including hoop, ball, backboard, mounting post - the works, that's what! All manufactured to the highest of your earth standards by Huffy and lovingly purchased by Ocean on your behalf. Did I mention that the winner also gets a very rare Shaquille O Neal vest, as sported by the lovely Samantha who didn't want to give it back, and ALL THREE games too!!!

"So whaddigoddadotawin/" I hear you cry in abject desperation. Simple just answer the following pathetically easy questions.

1. Michael Jordan used to play pro basketball and was, by all accounts, a bit "tasty" in the dunking department. Now, alas, he's given it all up. In which American sport does he now occasionally dabble?
a. Baseball
b. Skateboarding
c. Cards

2. Wayne Gretsky is a famous Hockey player. Despite the fact that I've never heard of him I reckon he plays for:
a. Edmonton Oilers
b. Los Angeles Kings
c. East Cheam Cavaliers

3. Which legendary American Football star is now the reluctant star of a top-rated courtroom drama? Is it:
a. Homer Simpson
b. OJ Simpson
c. Mr Keith Simpson of Guildford

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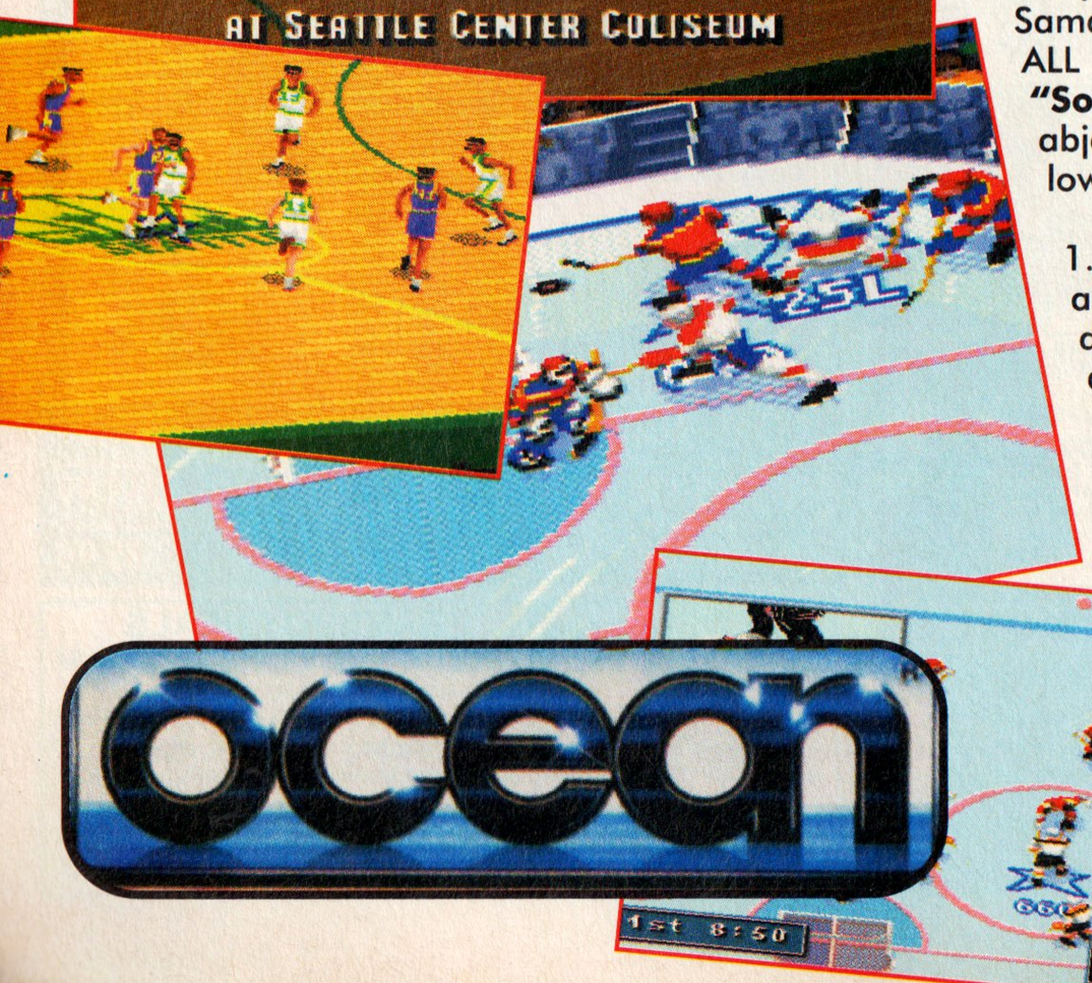

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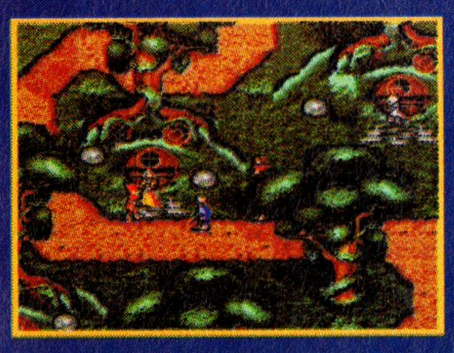

The ring that has the power to decimate Middle Earth must be destroyed. Fate has chosen you to undertake this epic quest.
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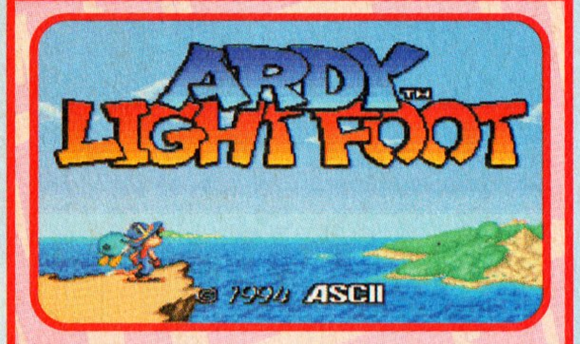
SUPER NINTENDO ENTERTAINMENT SYSTEM

Interplay

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- BY: TITUS
- PRICE: £44.99
- RELEASE: JANUARY
- GAME TYPE: PLATFORM
- CART SIZE: 8 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Infinite
- OPTIONS: None

GAME INFO

- GAME ORIGIN: Produced by a bunch of ex Disney animators
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: Reach level 12
- ALTERNATIVES: Donkey Kong Country, Sparkster, Castlevania IV

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Good

X Nothing

A Pick Up

B Jump/ Spring

Y Pick Up/ Run

L/R L: Nothing
R: Nothing

S Start: Pause Game
Select: Nothing

GAME CREDITS

- DEVELOPED BY: ASCII
- DISTRIBUTED BY: TITUS
- MADE IN: JAPAN
- ARTWORK: © 1993 ASCII Corp.

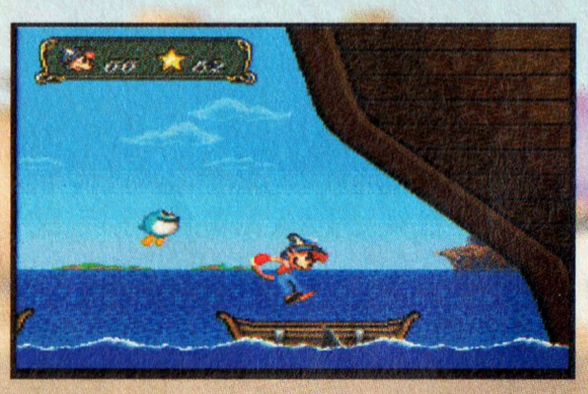
Viscontis is just your average, made up kind of place - give or take it with a pinch of salt. Ardy Lightfoot, an opossum of sorts, fits the description of fantasy land hero with his expressive eyes and impossibly springy tail; the likes of which AA Milne's Tigger would be proud to own. He's also got a limbless, colourful blob of an animal for a pet which is also what you might expect from a land where foxes wearing golfing clobber roam and rendezvous with moles the size of cattle sporting spiked skullcaps.

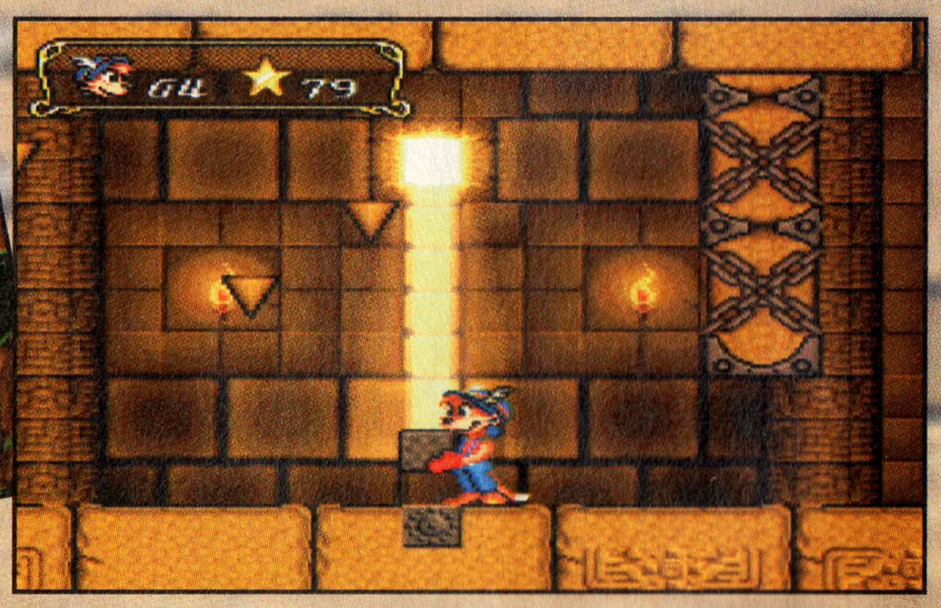
In a messed up world such as this, the whereabouts of any conventional item is classed as a major concern. Currently a set of precious stones are in the clutches of the foxy fellows, goodness knows they probably have every right to them. However we're on the side of the opossum in this instance and he'd quite like them too. So off he treks, with one player in command of his every move, through the bordering-on-the-plausible provinces of Viscontis and another Super NES platform adventure. And why not?

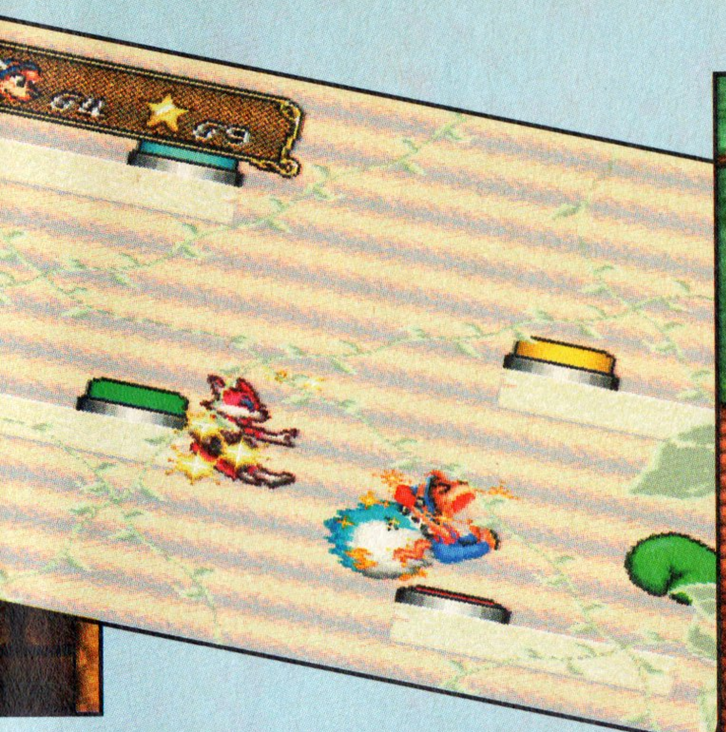
ARDY LIGHTFOOT

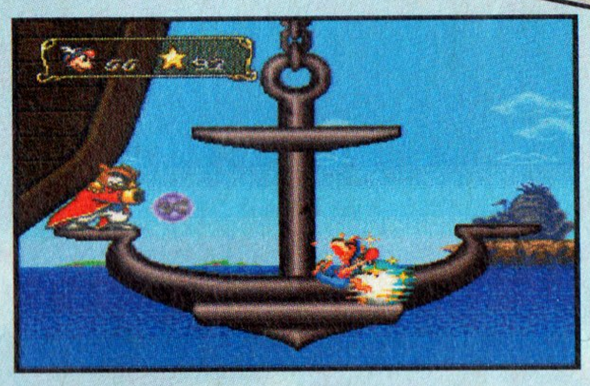
ELASTICA

Ardy's pet Wossname is nothing more than a pin cushion, at first glance. However it has a useful talent, for Ardy at least, of making its presence felt. Concealed behind its friendly smile is a most impressive set of molars with many a poor soul's name written on them. Enough to fill a small telephone directory in fact.









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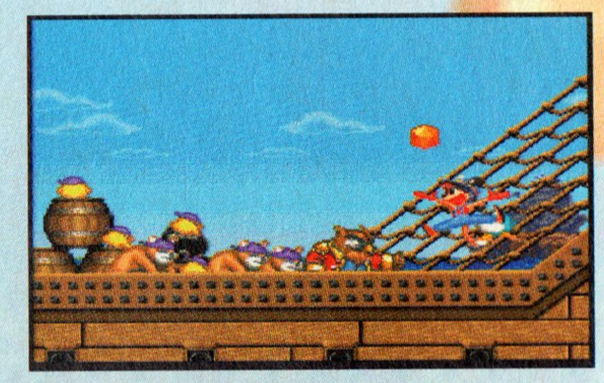

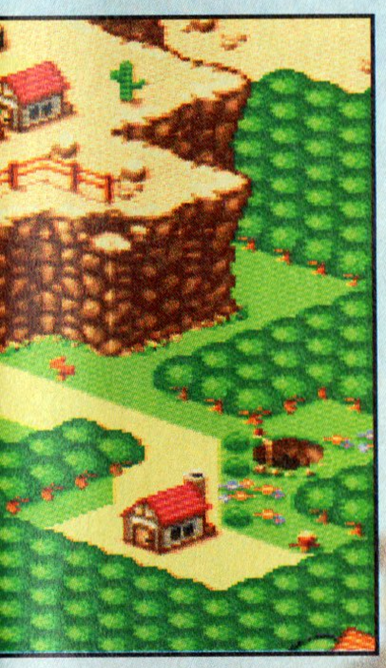

THE REPLACEMENT

Another of Ardy's odd pets is a pink version of old Wossname, though it doesn't share the same appetite or the lovely temperament of its cousin. Instead it is renowned for being very self inflated, which is fine for Ardy because it means he can hitch a lift and float over rough obstacles.

GLASSY ASS SENIOR

Ardy finds it very difficult to keep a secret, this is because, sometimes, he is so transparent. So ethereal is he that enemies, on occasion, pass right through him without even noticing he's there. Actually turning Ardy into a sheet of glass is the only way to get by some of the trickier enemies.

(ABOVE) *'My what big eyes you have Grandma!'*
'Eh?'
'MY, WHAT BIG EYES YOU HAVE GRANDMA'
'Wassat?'
'I SAID...grief!'

COMMENT

ANDY

Ardy Lightfoot is an inoffensive game. The cute and inoffensive nature of the characters is reflected perfectly in the cute and inoffensive nature of the gameplay - it's not particularly easy but won't tax your platforming skills either. The graphics are neither spectacular or bland, and the same is true of the tunes too. In fact so non-offended am I by this inoffensive title I'm hard-pressed to either recommend it or discourage potential purchasers. Might be worth a look, there again...

COMMENT

PAUL

That Ardy Lightfoot was partly designed by ex-Disney animators is both a blessing and a curse. It looks very appealing and the character design is wonderful, however the game is so linear you could hang wall paper by it. Also too much focus is placed on the use of Ardy's Pogo Stick of a tail as a means of getting around. This wouldn't be so bad if it weren't for how tricky it is to control Ardy in this way. It's largely slow paced too; the action doesn't really hot up until stage 12 out of a possible 16. Still, for all that, Ardy has his moments. The tactics required to get the better of some of the bosses are clever - check out the boxing glove routine - and the underlying sense of humour encourages players to stick at the more frustrating problems, like negotiating a series of rotating logs with that infuriating tail as the only ticket to success. If you enjoy games that impress with theatrical tricks and focus on personality rather than the almost mathematical expertise of the majority, Ardy Lightfoot is just the job.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	■
ACTION			■	■
CHALLENGE			■	■
REFLEXES			■	■
ORIGINALITY			■	■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	■
DAY			■	■
WEEK			■	■
MONTH			■	■
YEAR		■	■	■

GRAPHICS — 91

▲ Wonderful sprites pack a personality punch. Just what you might expect from a bunch of Disney employees.

▼Cute and cuddly, Nursery School stylee.

SOUND — 91

▲ The soundtrack is as polished as the visuals. None of your inane garbage here.

▼Doesn't shake the room with the kind of explosive effects expected from an action game.

PLAYABILITY — 81

▲ Each stage feels significantly different to the last. There is lots of room for players to make mistakes before getting it right.

▼ Too much of a set routine for more adventurous players.

LASTABILITY — 76

▲ Ardy is a great title to play through in appreciation of its high presentation standards.

▼ It ain't all that difficult and there certainly are no surprises.

OVERALL — 78

An above average platformer with personality that sadly falls short of putting a spring in your tail.

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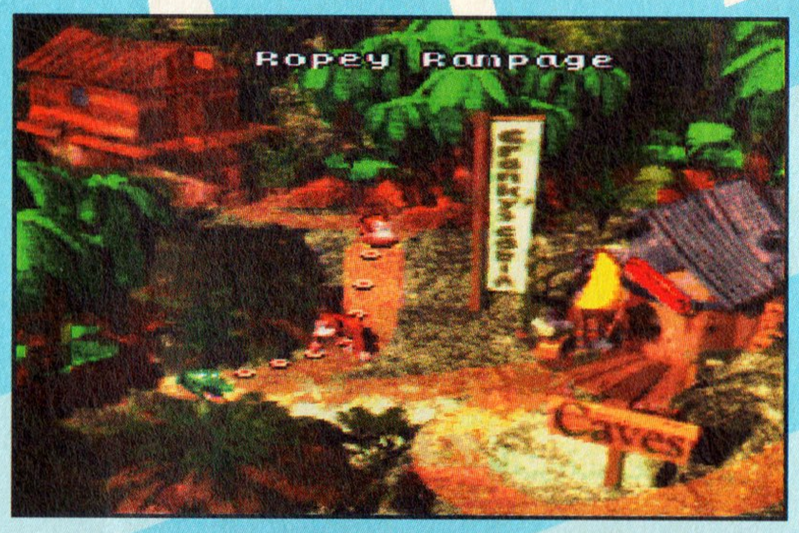
NHS SMALL TIPS

Nintendo Magazine System brings its NHS Small Tips section back with a bang so earth-shaking you'd better hold onto something quick or let go of your dinner. The most significant entry this month comes all the way from Holland and a lad named Patrick. He is the first person in the world to discover the secret warps whisking Kong to far off places on the island after he's barely set foot out of his front door. Now that's something to shout about! Obviously this inspired effort isn't easily beaten, but there's surely somebody out there who possesses a similar knowledge. Who are you? We want to know! The address to right to is: **HUNKA MUNKA CHUNKA CHEATS, NHS, Nintendo Magazine System, Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU.** Remember you stand a chance of winning any two Konami games of your choice! What the heck are you waiting for?

INCREDIBLE SECRET WARP!
DONKEY KONG COUNTRY

SUPER NES ★ ★ ★ ★ ★



Patrick Kruseman must have jumped out of his seat when he stumbled across this prize winning cheat for Donkey Kong Country. Just like in Super Mario Bros 2 there are secret warps dotted about the place and Patrick has discovered the first. Here's how to find it:

1. Begin a fresh game, starting on Jungle Hijinxs, and complete the level. It is important that only one monkey, Donkey or Diddy, leaves through the exit gate.
2. After watching Kong trundle over to Ropey Rampage, don't start the level. Instead press UP and return him to Jungle Hijinxs.
3. Once Kong is on his way back, press the L and R buttons then press B exactly at the point where Kong reaches the crook in the trail. Next thing you know, Kong's landed himself in the middle of Orang Utan Gang; Vine Valley! That's Level Three don't you know!

Naturally Patrick claims the two Konami games as his prize for being totally cool. Now what we really need to know is if there are any more warps like this, or indeed anything else so amazing. Write to us with EVERYTHING Donkey Kong Country and we'll do our best to make it worth your while. Meanwhile, congratulations Patrick!

KONAMI

LEVEL SELECT
EARTHWORM JIM

SUPER NES ★ ★ ★ ☆ ☆

A Slippery customer this Christmas, but one worth going to great lengths to grab a hold of; Earthworm Jim on the Super NES is the most spectacular version of this awesome game around and Richard Leadbetter of Witham, Essex took time out from decorating the outside loo to bring you this level select: At any time, press Start to pause the game and press A, B, X, A, A+X, B+X, B+X, A+X. Press Start again to unpause the game and something quite fascinating occurs.

Stuck in a Nintendo game? Call the official hints and tips Hotline on 0703 652222

NINTENDO HELP SYSTEM

LEVEL CODES
POWER RANGERS

SUPER NES ★ ☆ ☆ ☆ ☆

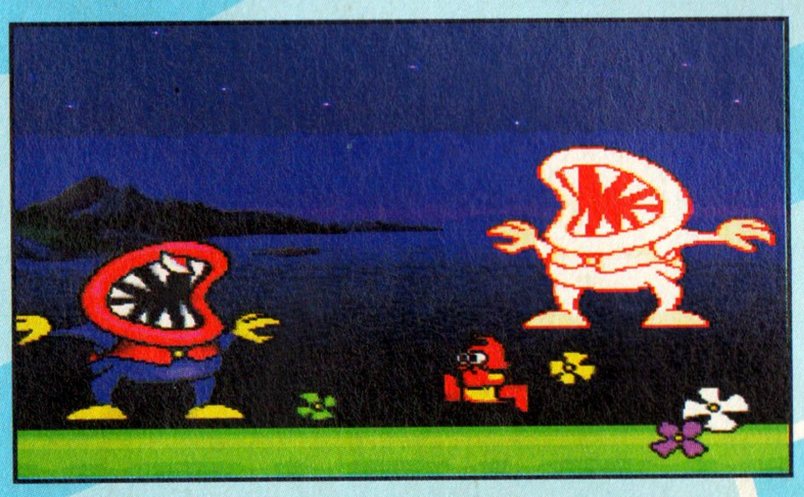
No matter how startlingly average this game is to play, the fact it features the Power Rangers is evidently enough to make it a Number One Best Seller! No doubt Daniel Boutros from a telephone box somewhere in London has bought more than his fair share of copies. Here are Danny's level codes.

Level Two: 3847
Level Three: 3904
Level Four: 5113
Level Five: 1970
Level Six: 8624
Level Seven: 2596

LEVEL SELECT
JUNGLE BOOK

SUPER NES ★ ★ ★ ☆ ☆

Taking a leaf out of Baloo's jungle book of tricks, Richard Walker of Alvaston in Derby has learnt how to access a Level Select cheat in Virgin's Jungle Book. After switching on your Super NES, before the Virgin logo fades, grab hold of control-pad one and press UP, UP, UP, B, B, Y, Y, SELECT, UP, DOWN, LEFT RIGHT, B, UP, Y. A clicking noise indicates the cheat has worked. Now go to the Option screen, press START and the level select appears. Also, after choosing the level you want, select number five from the cheat option for full power-ups. Even more also, pressing the L button during the chosen level allows Mowgli to float. So do all those bananas he eats.



30 CREDITS
MORTAL KOMBAT II

SUPER NES ★ ★ ★ ☆ ☆

Using all your continues to beat this game isn't the ideal situation - a true fighter is indestructible didn't you know! However Graham 'more mates than the bloke in the corner shop' Duffy has this cheat to win you 30 credits. Press L, Up, R, Down, L, Select on the character select screen and there you have it.

LEVEL SKIP
PLOK

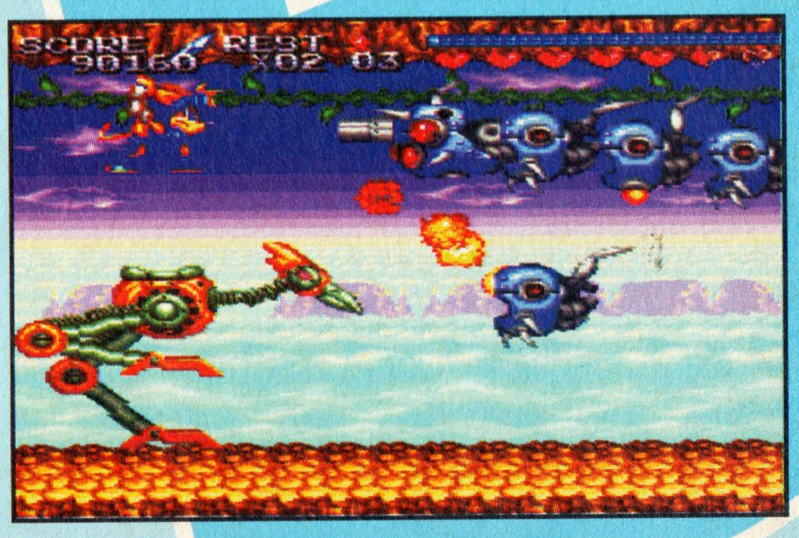
SUPER NES ★ ★ ☆ ☆ ☆

Every home should have a copy of Plok; it's the coolest! Months ago NMS printed a fan's guide to all the secret warps in the game, now Kevin White of Wigmore offers some extra help. It's a small but nifty cheat which allows the viscount of velcro to skip levels, and it goes something like this: After earning a PLOKONTINUE after four levels take Plok to any level, kill at least five fleas then lose a life. Repeat this routine until Plok makes use of his continue and Plok is automatically transferred to the next level.

SOUND TEST
SPARKSTER

SUPER NES ★ ★ ☆ ☆ ☆

There is a secret sound test found in Sparkster for the Super NES. We know because Danny Boutros tells us so. To find it highlight Sound on the options screen, push SELECT then L or R to toggle the music and press A, B, X or Y to sample the sounds.

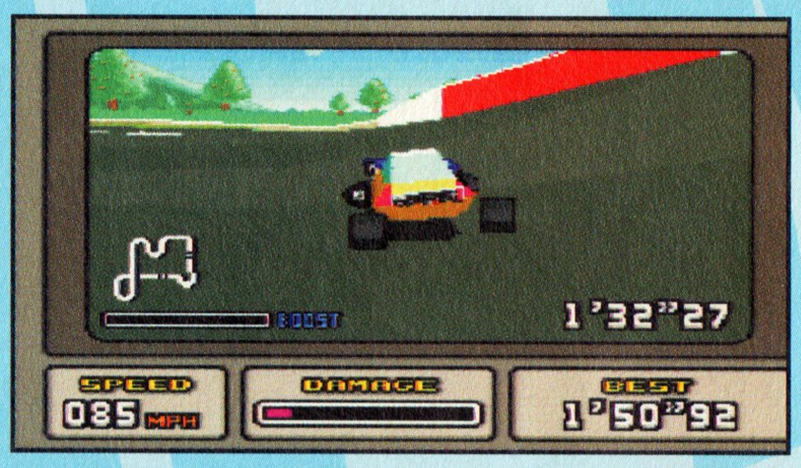


NINTENDO HELP SYSTEM

UNLIMITED BOOST
STUNT RACE FX

SUPER NES ★ ★ ★ ☆ ☆

Sam Razavi in Brighton seems utterly perplexed by his discovery of this trick for Stunt Race FX. Perhaps because it only works under the Free Trax option when racing the King's Forest. Regardless, as soon as your car is displayed ready for action on the track, press SELECT for infinite speed boost.



LEVEL CODES
PROBOTECTOR II

GAME BOY ★ ★ ☆ ☆ ☆

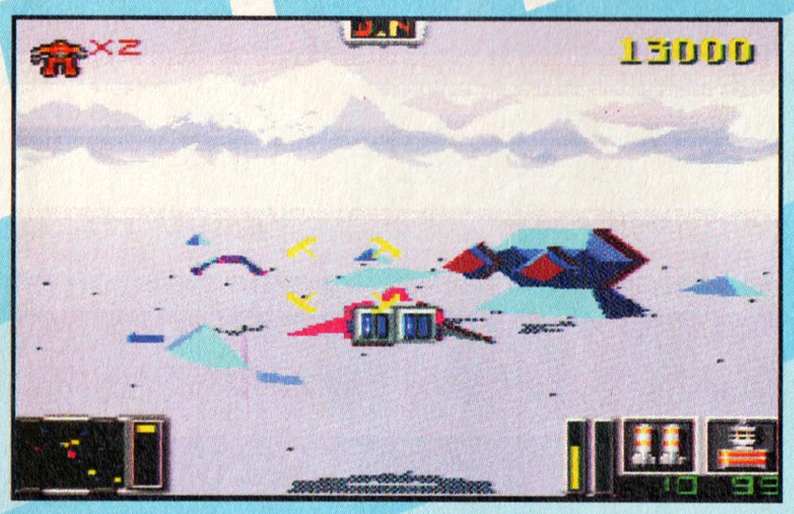
There are four difficulty settings for Probotector II, and Berend Venger from Rotterdam has cracked them all! Generously enough he's provided everyone with the opportunity to view every single level with his list of codes:

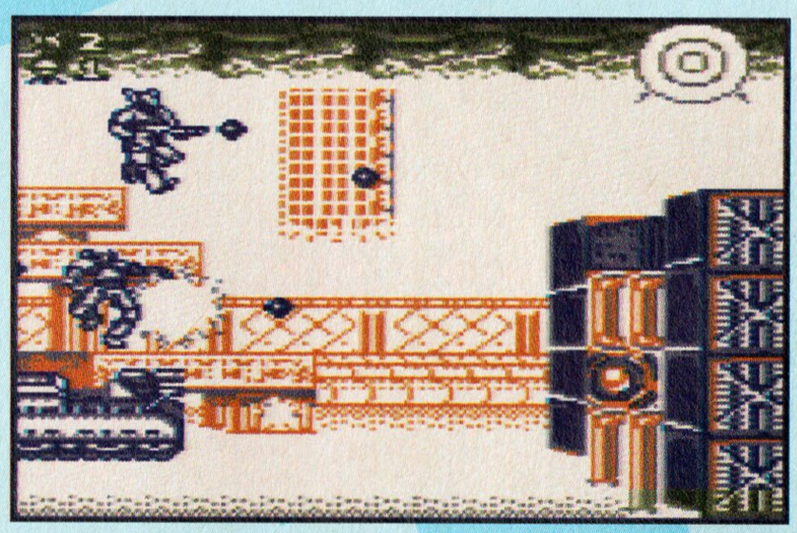
Easy:
Level Two - DTL3
Level Three - DWVQ

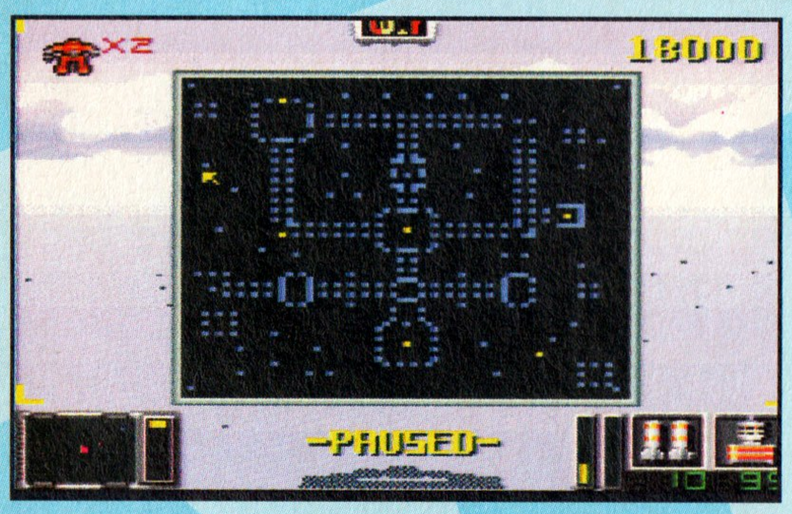
Normal:
Level Two - 3KN3
Level Three - 25BJ
Level Four - BFTS
Level Five - 2552

Hard:
Level Two - JVCF
Level Three - JMJC
Level Four - N4T5
Level Five - N6BY

Maniac:
Level Two - KTKQ
Level Three - 4DRC
Level Four - 4213
Level Five - NDDD







LEVEL CODES & FLASH LOCK STRATEGY
VORTEX

SUPER NES ★ ★ ★ ☆ ☆

Small wonder Neil Armstrong is so great at playing Vortex, he's an astronaut after all. Here he devotes his galactic knowledge to the preservation of space cadets in Argonaut's mind boggling Vortex with some level codes:

Cryston: YFGJW
Voltair: RWXVP
Thermis: DHNLC
Magmemo: BGVRG
Vortex II: JNBTX
Trantor: XLQMB

ALTERNATIVE VEHICLE SELECT
CRUISE N' USA

ARCADE ★ ★ ★ ☆ ☆

Our first cheat for the future of Nintendo entertainment. Cruise n' USA is fast becoming recognised as the greatest arcade racer around, and if you don't believe us why don't you go and find a machine and play it for yourself! Williams are no doubt refining the game's engine so that it purrs like a cat in time for its release on Ultra 64 but, in the meanwhile, why not try out the trick Danny 'Magic E' Boutros has supplied for the coin-op. Press and hold View Point 2 when inserting the coin and keep it held down until the Car Select screen is displayed. Incredible but true - a School Bus, Police Car and assorted other crazy vehicles are available to choose! Now is that a hot tip or what!

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DONKEY K

Isn't Donkey Kong Country just the coolest! If you don't know yet, we suggest you acquire a copy soon because NMS begins a sensational, explorational player's guide right here, right now!

There are an incredible 124 areas in Donkey Kong Country. This comprises of 33 regular levels, 6 save points, 6 Funky Kong Airports, 6 Cranky Kong cabins, 7 bosses and a MASSIVE 66 secret locations! Of course programmers Rare don't expect players to guess exactly where each one is hidden, which is why they placed exclamation marks as icons indicating when an area is 100% complete.

For many players, this information is more than enough to keep them going for months, however we're sure many more would appreciate some extra help. So here, direct from the Nintendo Hotline, is the full list of every secret in every location.

MONKEY MINES

LEVEL NAME	No. OF SECRETS
Winkeys Walkway:	None
Mine Cart Carnage:	None
Bouncy Bonanza:	Two
Stop and Go:	Two
Candy's Save Point:	None
Funky's Flights:	None
Millstone Mayhem:	Three
Cranky's Cabin:	None

GORILLA GLACIER

LEVEL NAME	No. OF SECRETS
Snow Barrel Blast:	Three
Slipside Ride:	Three
Ice Age Alley:	Two
Croctapus Chase:	None
Cranky's Cabin:	None
Torch Light Trouble:	Two
Candy's Save Point:	None
Funky's Flights:	None
Rope Bridge Rumble:	Two

(ABOVE) TIP: No matter how hard they try to remain inconspicuous, barrels are the most useful objects around. Without them DK couldn't find so many secret caverns.

VINE VALLEY

LEVEL NAME	No. OF SECRETS
Vulture Culture:	Three
Tree Top Town:	Two
Funky's Flights:	None
Forest Frenzy:	Two
Temple Tempest:	Two
Candy's Save Point:	None
Orang Utan Gang:	Five
Cranky's Cabin:	None

(ABOVE) TIP: Ever tried climbing above the exit gates? You should. They lead to lots of goodies.

(LEFT) Big innit! Expresso's bonus stage hides this huge point bonus.

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DONKEY KONG COUNTRY

A PLAYER'S GUIDE

KONGO JUNGLE

LEVEL NAME	No. OF SECRETS
Jungle Hijinx:	Two
Ropey Rampage:	Two
Cranky's Cabin:	None
Reptile Rumble:	Three
Coral Capers:	None
Funky's Flights:	None
Barrel Cannon Canyon:	Two
Candy's Save Point:	None

(RIGHT) As with all bosses, Necky hates being bounced on the head. Here Donkey and Diddy use the old tire as a spring board.

(ABOVE) TIP: Cranky's hut hides a 1-UP balloon. Collect this and the one found later in Jungle Hijinx, lose a life and repeat the routine until DK has plenty more to go at.

KREMKROCK INDUSTRY INC.

LEVEL NAME	No. OF SECRETS
Oil Drum Alley:	Four
Trik Trak Trek:	Three
Elevator Antics:	Three
Candy's Save Points:	None
Poison Pond:	None
Cranky's Cabin:	None
Mine Cart Madness:	Three
Funky's Flights:	None
Blackout Basement:	Two

(ABOVE) A slightly more tricky banana bonus stage. Don't allow DK to fall between the tires or he blows his chances!

CHIMP CAVERNS

LEVEL NAME	No. OF SECRETS
Tanked Up Trouble:	One
Manic Mincers:	Two
Misty Mine:	None
Funky's Flights:	None
Loopy Lights:	Two
Candy's Save point:	None
Platform Perils:	Two
Cranky's Cabin:	None

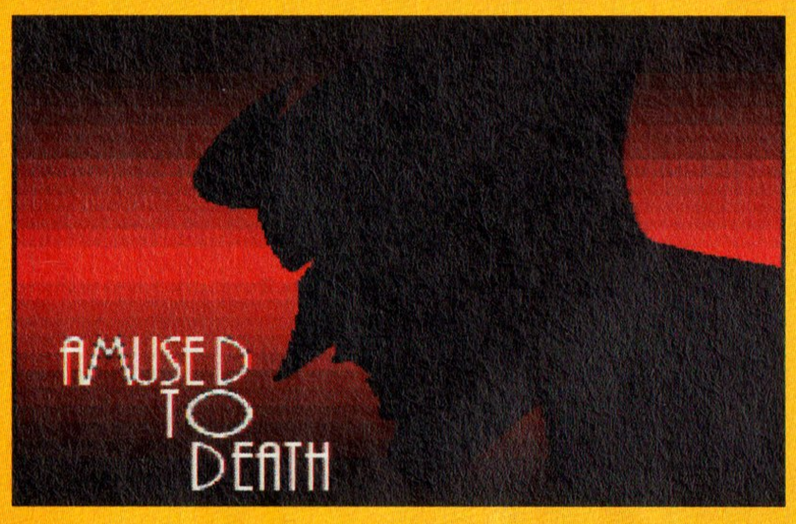
THANKS TO...
...The Nintendo Hotline.

THE ADVENTURES OF BATMAN & ROBIN

A PLAYER'S GUIDE: PART ONE OF TWO

Darkness descends like a heavy blanket, a glimmer of coloured light cast by a monitor screen creates a surreal glow on the bare walls of a prisoner's cell. Inside the occupant sits, hypnotised by images projected onto his retinas. Inside his head heroes Batman and Robin enact another sombre mission. Trouble is, they only ever seem to get so far, then fail. It's more than the prisoner can take.

Here is your key to the outside, prisoner.



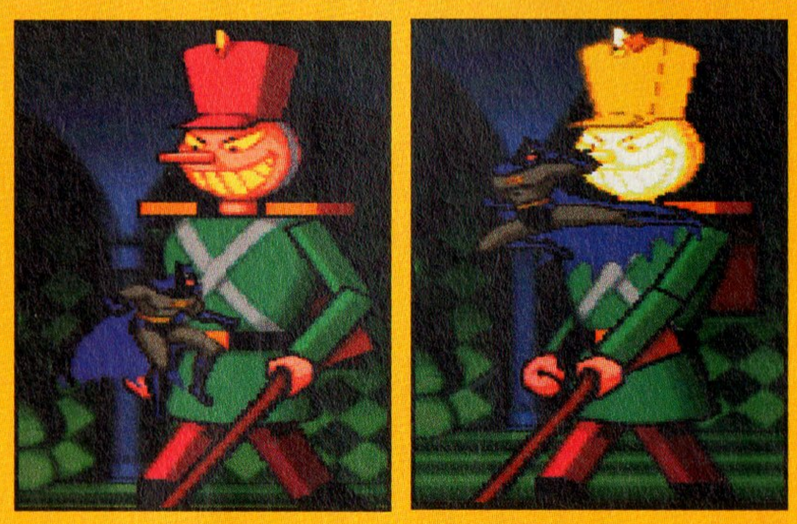
Of course the first stage is relatively without problems for Batman, but there are some cool tricks he can use to make life easier still.

Disarming
Use the Batarang to disarm the gunmen. Being hit by the Batarang also stuns the Joker's men.

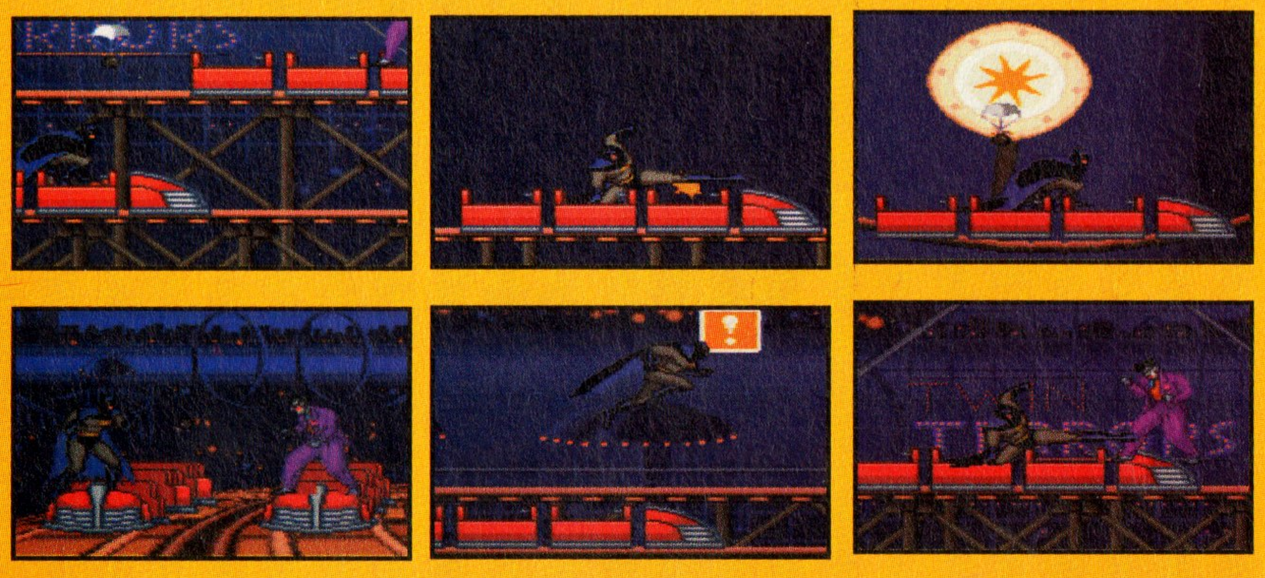
Quack
The Joker Mannequins carry guns, but they can't direct their fire. By crouching low Batman is able to kick their legs away.

Crusher
Don't let the walls catch up with Batman, otherwise he gets crushed.

Swing High
Spikes are tricky to leap across, so use the Grappling hook to swing Batman to safety.



Soldier Boss
Use the soldier's pike as a platform from which Batman jumps to kick its head.



Roller Coaster
1. The Joker's bombs are best avoided by having Batman squat in the centre of the car. Most bombs sail harmlessly over his head and the ones that don't are kicked effortlessly out of harm's way.
2. When approaching the loop, Batman remains as low in the car as possible to avoid being smashed in the face by the decorative lights.
3. As the viewpoint changes, giving players a head-on perspective, Joker tosses bombs directly at Batman who simply punches them right back at him.
4. The exclamation mark prepares Batman for a jump he is to make onto the next car, as soon as it is within range.
5. As luck would have it, the Joker has done his back in. This means Batman can chop away at the purple one's legs without fear of being hurt.

Stuck in a Nintendo game? Call the official hints and tips Hotline on 0703 652222

Once again the Batarang is found invaluable in the journey to Poison Ivy's greenhouse. Batman uses his incredible powers of deduction to find the weak spot of Ivy's cohorts.

Cough, cough!
Poison Ivy's guards are part vegetable and become weak if treated with plant spray. What's more, a few of them drop extra canisters of the stuff for Batman's collection.

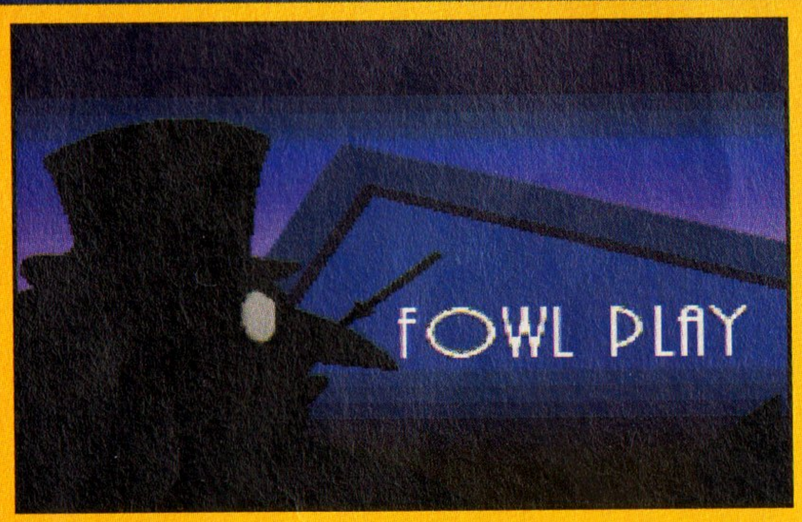
Roots
By keeping his distance Batman clears the weeds by firing his Batarang at the exposed mid-section.

Tree folk
By stunning Poison Ivy's guards with his Batarang Batman is able to speed ahead. Batman isn't advised to try and pick them up and throw them as they kick like mules!

Moss
Crossing the brittle ground covering is tough as it collapses as soon as Batman sets foot on it. This isn't a problem until he approaches the end of the trail where spiked roots have grown over. Use the grapple to swing across.

Trap!
Once inside the conservatory beware weak areas of floor, beneath which lurk deadly plants. Have Batman jump as soon as a crack appears or see him skewered!

No Wet Lettuce!
Position Batman half way between the wall and the plant, where he is invulnerable for a while. When Batman retreats Ivy fires her wrist darts at him, roll under these.
In its death throes the plant fires tiny spores into the air. Batman lures these toward him, retreating all the while, then jumps high into the air at the far left of the room to avoid being stung.



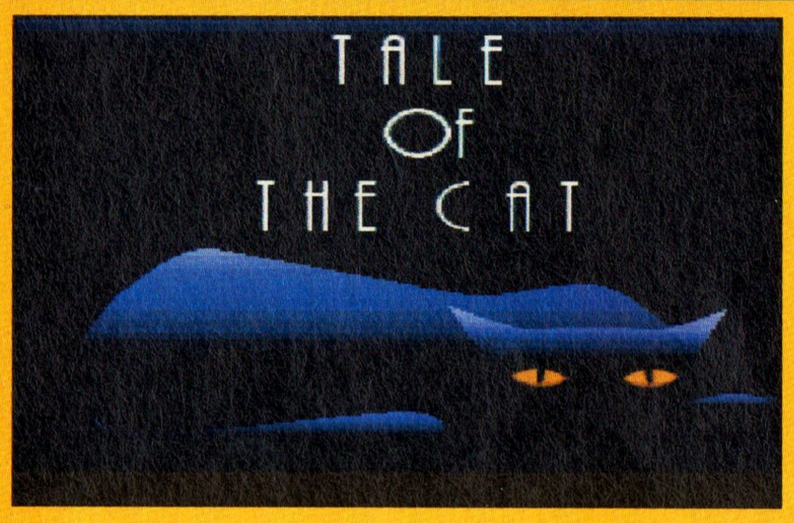
Penguin uses his guile to evade Batman and Robin's investigative attempts. Stage Three plays differently every time and success is largely given over to being able to follow instructions properly.

Lighten up
It is dark in the museum, so use Batman's chest light comes in very handy for illuminating the floor where booby traps are laid.

Penguin
Once all the hostages are rescued Batman receives a distressing message from Robin. Something like:'Aaaaaaaargh...' Free Robin and he gives Batman directions as to where the curator is held captive.

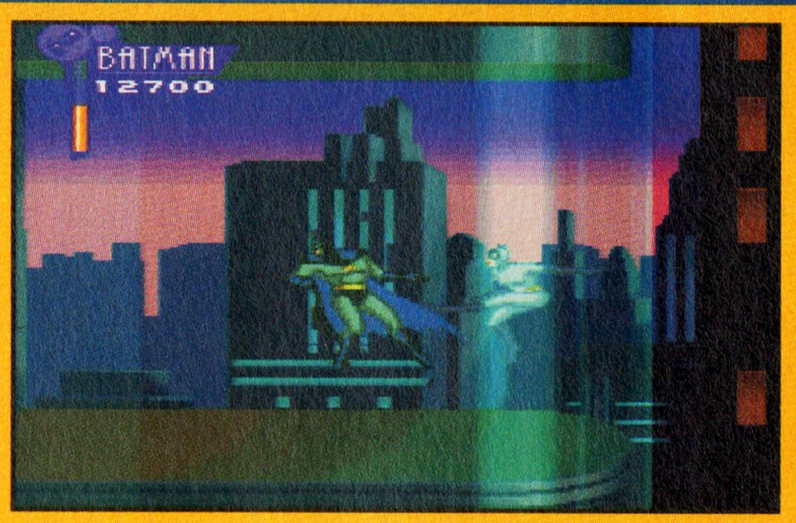
The curator gives Batman a passcode to the top level of the building where the penguin is making off with some priceless museum-type stuff. After making his way to the second floor Batman types in the code and enters the room. Here Penguin sets his buzzard upon Batman, who deals with it quickly by forcing the bird into a diving routine where it heads blindly towards Batman's fist over and over until it is knocked unconscious.

On the roof of the museum, Penguin summons his 'new invention' - a giant warbird. Its wing mounted cannons rain shells onto the floor, forcing Batman to leap clear. At the same time Penguin takes to the air. Aim to coincide Batman's leap with a kick to fell the fatso. If possible it's best to corner to Penguin and repeatedly punch him to the ground whenever the warbird is a safe distance away. In no time at all Penguin collapses in a heap.

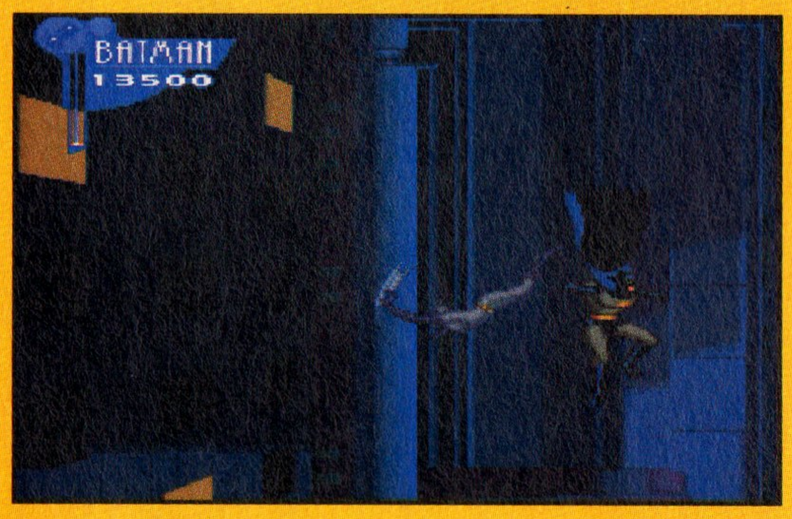


Catwoman is a pussy. Players really ought not to have any trouble assisting Batman to rub butter on her paws. However, like all mogs, she always seems to land on her feet and Batman is required to confront her several times before she scurries home to the fire.

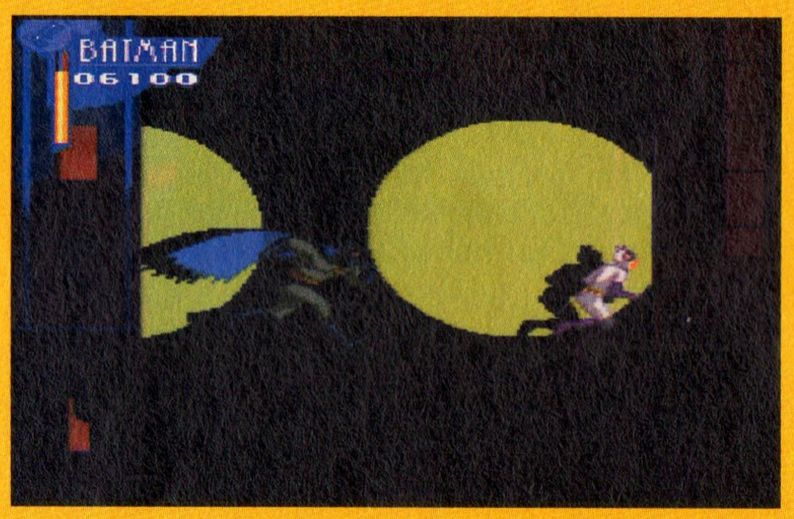
Vent
When scaling the wall, Batman is in danger of having his toes diced by air vents. Chose a path that avoids his touching them. Ledges placed at intervals help him decide which way to go next.



Elevator
During his first encounter with Catwoman Batman perfect a well timed, jump kick routine. Each time the lady rises to her feet, Batman knocks her back down again until the lift has reached its destination.



Falling Down
Batman only needs to lure Catwoman toward him, tempting her to show her claws, whereupon he lays into her with a few thwacks to the midriff. When she swings to safety it's time for Batman to do the same: look for the nearest flagpole and use the grappling hook.



Spotlights
In the chase across the rooftops, Batman is almost flattened by falling billboards. Protect him by having him tumble to saftety; rolling along the floor.

Mew
When chasing Catwoman down the fire escape, Batman calls into two rooms to collect power-ups: The first room contains a heart, the second Catwoman's pet mog - 'Iris'.

Scat Cat!
Using the same tactics as those in the lift, Batman repeatedly aims kicks to Catwoman's face until she falls back on her haunches and submits. At least she's polite enough to thank Batman for rescuing her friend. Should Batman have forgotten this little detail her tongue becomes rougher than a tiger's.

NEXT MONTH...

...the NHS helps Batman solve this mystery once and for all.

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Plug your Game Boy games into a SUPER GAME BOY and there'll always be SOMETHING ROTTEN ON TV

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You can play all your old games and a whole load of new ones too, like Donkey Kong with enhanced colour features.

Just slot any Game Boy game into the Super Game Boy cartridge, slot the lot into your SNES and Bang! there you have it: instant big screen Game Boy action.

You've got really wicked graphics. You've got really kicking sound.

You've got 256 colours to choose from.

You've even got nine pre-set screen frames, or you can create your own with the Super Game Boy paintbox feature.

What's more, you've got the lot for only £49.99.

So if you want to see all your favourite Game Boy rotters showing their true colours, you know what to get plugged into.

Much more than a handful

Nintendo®

WIN SENSATIONAL PRIZES IN OUR SIZZLING SONY COMPO!

Tell you what, they should change the name of the "season of goodwill to all men" to the "season of goodwill to all NMS readers!" Especially now thanks to this amazing comp from those purveyors of all things with the name "Sony" attached to them, Sony! Yep, so generous are they feeling that they have decided to festoon upon several lucky NMS punters a veritable cavalcade - cavalcade I say - of prizes, the likes of which has not been seen since the dawning of civilisation as we know it. Actually this comp is so-oo good that it is having to come in two parts and - gasp - even the third prize is worth having!!! Speaking of which, here are the prizes, Miss World-style, in reverse order:

THIRD PRIZE: To one supremely spawny budding Barry Norman or, indeed, Mariella Frostrup belong the spoils of a two-person UCI Cinema pass for a whole year. Popcorn vouchers are, alas, not part of this ace package, although if you ask nicely enough Sony may chuck in a bumper pack of Maltesers. Then again...

SECOND PRIZE: Five fortunates will be walking away with Sony bumper packs containing not one but four top games, including the toon-tastic Mickey Mania, the FX-tacular Vortex, the roar-cous Jurassic Park 2 and the mi... mm... erm the really quite great Micro Machines. That's five packs of four ace games. Let's see now... each games worth about £45, so five times four, carry the one over and... Hey that's worth around £36,7064 by my reckoning!

FIRST PRIZE:Now this is a true prize of the future. Think technology. Think advanced Japanese engineering. Think miniaturisation. No it's not a Nissan Micra it's a portable Sony mini Disc player. This compact and lightweight marvel not only plays but records too. It is shock resistant thanks to it ten second memory. It comes complete with headphones, an LCD remote controller, rechargeable Lithium batteries, has an auto music search facility and even tells you what the name of the track is that's playing. Blimey, it even walks the dog - providing you've got one and you're wearing it...

Anyway this and all the other stunning prizes are available to those who answer the following questions, each based in some manner on the four games:

1. Mickey Mouse's dog is called:
a. Fluffy
b. Keith
c. Pluto

2. The head of FX chip developers, Argonaut, is called:
a. Jez San
b. Brenda Butterworth
c. Kakanaka, son of Karakanana

3. The scariest dinosaur that ever was is a:
a. Stoatasurus Maximus
b. Tyrannosaurus Rex
c. A Whelk

4. Micro Machines are indeed most diminutive. The capital of Poland is:
a. Guildford
b. Rochdale
c. Warsaw

Now all you have to do is write the answers down on the coupon provided, cut it out with a pair of round-ended scissors - get a grown-up to help if necessary (Paul Davies is available for a small fee) - and keep it somewhere safe until **NEXT MONTH** when we'll be running part two of this ace compo, so until then, arrivadoichi.

SIZZLING SONY COMPO PART 1

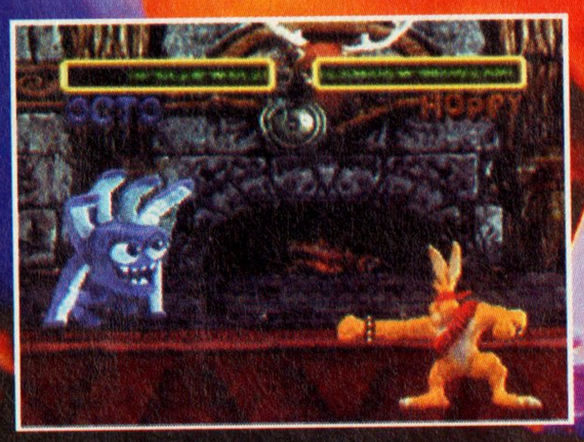
Okay, don't laugh, here are my answers, and please bear in mind that I want these prizes something rotten:

a. _____

b. _____

c. _____

COME AND HAVE A GO IF YOU THINK YOU'RE SOFT ENOUGH.



CLAY FIGHTER 2

JUDGMENT CLAY

SUPER NINTENDO ENTERTAINMENT SYSTEM

Visual Concepts

Interplay™

INTERPLAY PRODUCTIONS, 71 MILTON PARK, ABINGDON, OXFORDSHIRE OX14 4RR. TEL: 0235-821666

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC
- BY: VIRGIN
- PRICE: £49.99
- RELEASE: DECEMBER
- GAME TYPE: STRATEGY
- CART SIZE: 16 MEG

GAME FEATURES
- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Limitless
- OPTIONS: Mono/ Stereo

GAME INFO
- GAME ORIGIN: Based upon the top-selling Amiga classic of the same name
- GAME DIFFICULTY: Tough
- SCORE TO BEAT: Ensure Jools is never lost in action
- ALTERNATIVES: Power Monger, Syndicate

GAME CONTROL
- CONTROLLER: Joypad
- RESPONSIVENESS: Very Good

X — Nothing

A — Direct soldiers

B — Fire

Y — Map access

L/R — L: Nothing R: Nothing

S — Start: Options Select: Access inventory

GAME CREDITS
- DEVELOPED BY: SENSIBLE
- DISTRIBUTED BY: VIRGIN
- MADE IN: UK
- ARTWORK: © 1994 SENSIBLE

CA FO

Hands up anyone who's jealous of Frank. Frank; you know - that bloke on the telly who's seen skiing, parachuting and driving chunky tanks about like it's a game of Mario Kart, then gets to stroll along some exotic coastline with a classy chick? Okay, now hands down all those who are still envious in the knowledge Frank's probably going to get shot. Lawks, that's still quite a few. What, are you crazy!

Virgin have signed up a promising new recruit named Cannon Fodder, and though you never get to play as Frank - at least we haven't come across him yet - there's plenty more Gung Ho civilians volunteering their services for Global Warfare. For the player this entails leading troops of miniature soldiers into battle, directing them with joypad or mouse, blasting the living daylights out of enemy troops with machine guns, grenades and rockets. While they're about their business soldiers enjoy rides in helicopters, jeeps and tanks.

So, you don't need to be Frank to play at soldiers in this game; though honest-to-goodness skill is a quality definitely worth investing in to survive.

RUN AND GUN

As preparation for the trials ahead players are given the briefest of briefings then immediately launched into their first mission. This isn't so bad as Cannon Fodder is a surprisingly easy game to get the hang of. Soldiers are directed by having them follow the movements of an arrow-shaped cursor with one button whilst keeping the finger on the trigger for endless rounds of machine-gun fire with another. In no time at all your men are seen to dash from one form of cover to another, spraying the enemy Rambo styly, all the while on the look out for the next best course of action. It's very cool!

(ABOVE) This way fellers; just follow the arrow. THE ARROW! Look, it's the size of a flinkin' tank godammit!

(ABOVE) Nyaah! Thought they could outsmart us with their trip wire, huh! Not ruddy likely. Damn gooks!

PULLING RANK

In recognition of valour or even just an uncanny knack for self preservation, squadies are duly rewarded with promotion. The higher ranking a soldier becomes the more the player can depend on his performance, demonstrated through accuracy, intelligence and speed. At first differences between novice and advanced professionalise is marginal, but the effect of loosing an expert when situations are tighter is devastating. It's like losing a friend!

HAVE YOUR APO

CANNON FODDER

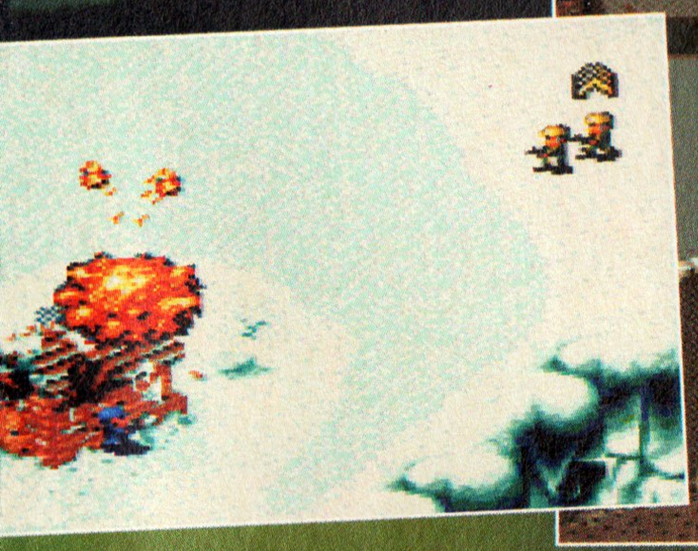
REVIEW

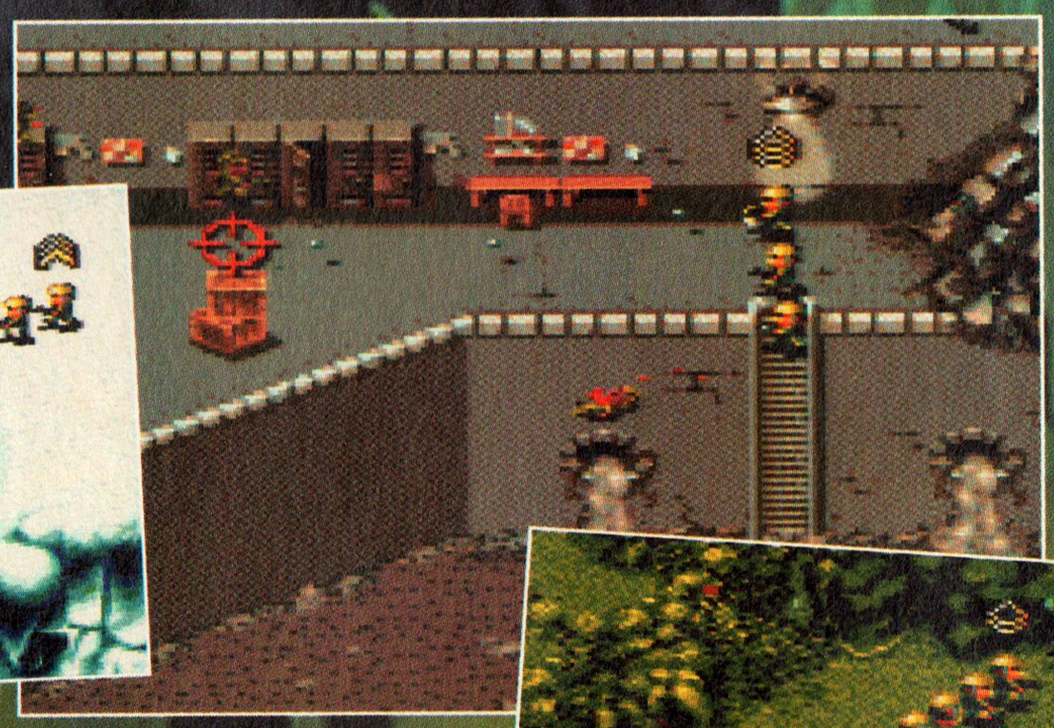
SUPER NINTENDO ENTERTAINMENT SYSTEM

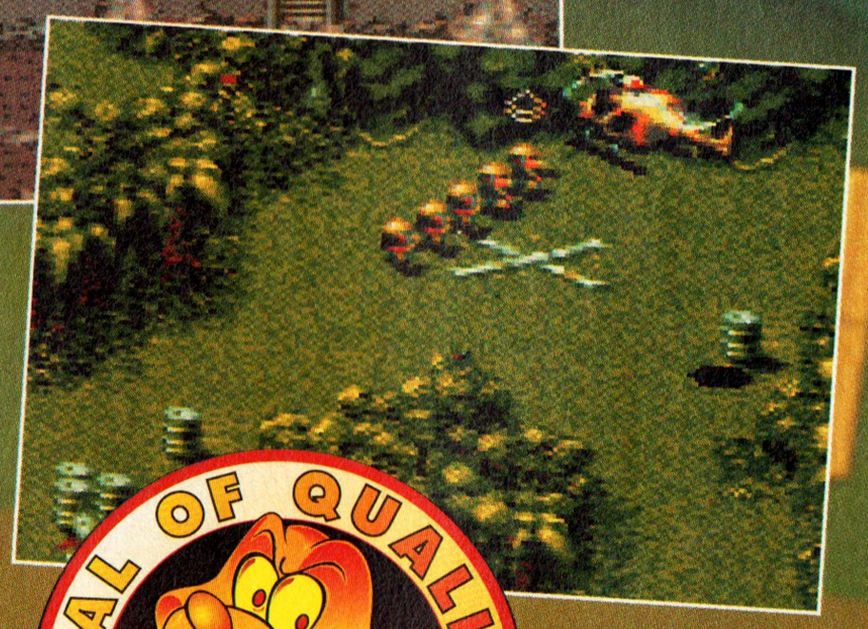
(ABOVE) I told you to keep an eye on that chip pan!!!

(ABOVE) Raaaagh! Waaaagh! Ureeaaargh! Mo-o-th-e-e-er!

(BELOW) What, is this guy made of asbestos or something! We just blew the roof off of his hut! C'mere!





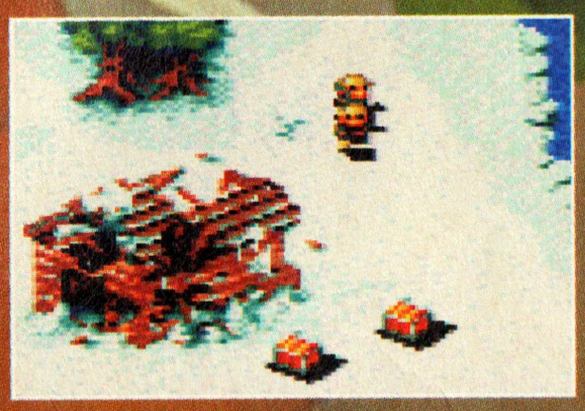


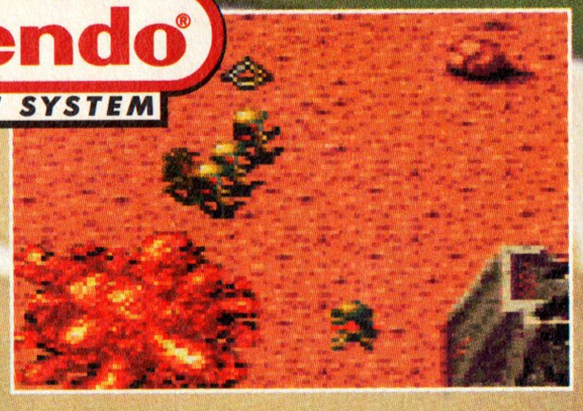
UNITED WE STAND

Machine guns are all very well, but there comes a time, quite early on in fact, when more convincing firepower is needed. Enemy huts only blow their roofs when tackled by a grenade, and just watch those enemy platoons disperse given the choice between that and chewing on a missile like it's a joke cigar - only with a bigger bang! The problem with projectiles is they are largely restricted for use in open areas: Lobbing a grenade or firing a rocket when enclosed by foliage or a building of some kind is suicide.

SEAL OF QUALITY

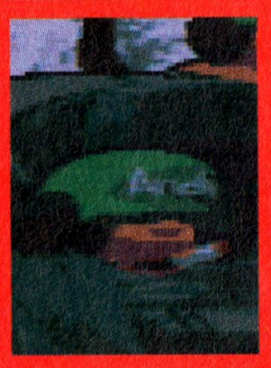
Nintendo® MAGAZINE SYSTEM





(ABOVE) Just in case you didn't realise by looking at the rest of the pictures in this review, missions in Cannon Fodder take place in a variety of environments. Like all good ice levels the soldiers slip and slide around, which is always nice to know.

COMMENT



ANDY

A couple of levels is all it took for me to become hooked on this great title. Sure the graphics are titchy and, on the whole, a bit bland.

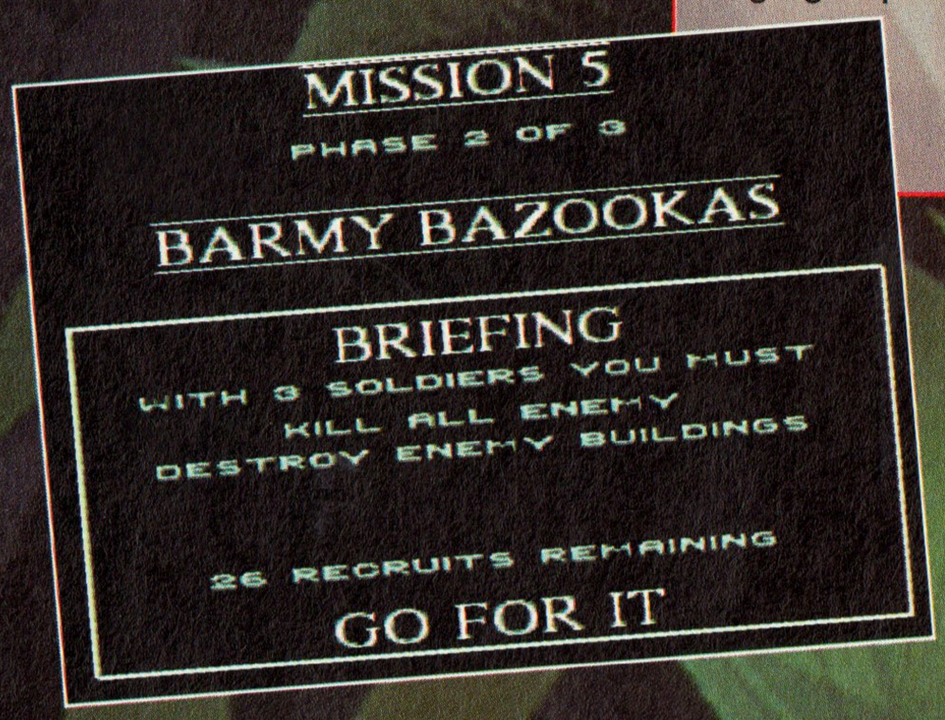
Neither is the sound anything to to jump up and down about. Nope, what this game majors on in a very large way is good old meat-and-potatoes gameplay. Call it whatever you like but there's something intrinsically satisfying about leading a squad of little blokes around blasting the seven living shades out of legions of other little blokes or, better still, only injuring them and watching them roll around in agony whilst blood spurts from their tiny wounds. Ace! Real skill is needed too as, in later levels, the challenge becomes almost ridiculous and incorrect placement of your teeny platoon could mean an unwelcome bazooka up their collective kilts. Don't worry about the political incorrectness of this game, do like me and sign up now.

APOCALYPSE NOW!!

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

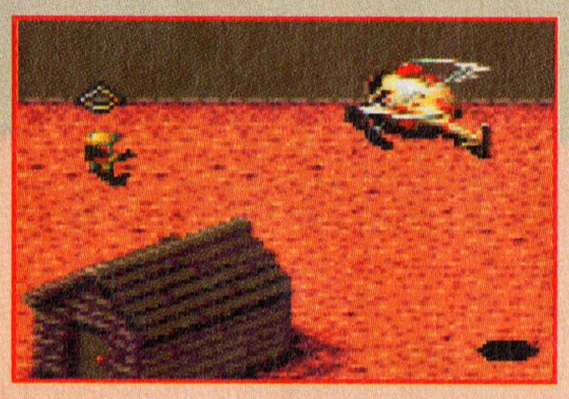
DIVIDED...?

The briefings before each mission dictate that a certain amount of men are required to undertake a specific task. However it isn't always wise to have everybody stick together for the purpose, especially when there are platoons of five or more involved. Lines of troopers snaking their way through the undergrowth may look imposing but they're an easy target, which is why it's best to split large groups into more manageable units. So long as an officer is assigned to each squad of rookies there's the chance of heroes being made. Careful not to leave unattended squads out in the open for long though; this is what's known as 'asking for it'.



MAKING TRACKS

Having taken full advantage of every trainng course the army has to offer, your soldiers all possess a driver's license. So there's no danger of them being sent to jail for unlawful driving of jeeps, tanks and skiddos or anything. Smart!



(ABOVE) Helicopters are used to carry out rescue missions. Can't shoot anyone but you can land on 'em!

(ABOVE) Climb into a gun turret and blast away!

(ABOVE) The first time the men have a run in with a jeep they get run over! There endeth a vital lesson.

(ABOVE) Skiddery-do-daah, skiddery-ay! Skiddooooo!

(ABOVE) Naah man, this ain't your ordinary tank. It's a Snow Tank.

(ABOVE) Ooh. Do you think he'll live? This is a tank by the way.

COMMENT

PAUL

It won't make you gasp in amazement, nor will it keep you awake at night, but playing Cannon Fodder is a gripping experience. As a small gesture of kindness, almost patronisingly so, the first few missions are very simple to complete: with two men the brief is to waste three novice gooks. From Mission 5 onwards the going gets very tough: three men are required to tackle several platoons armed with rocket launchers and grenades! So, in a very short time, concentration levels soar from happily attentive to maniacally obsessive where one slight lapse results in complete disaster. A large part of the tension comes from wanting to protect soldiers whose skills have been nurtured to an undisposable degree - they're not just useful; it's like they're your mates and there's nothing more annoying than watching them fall through carelessness. Thankfully the comic element included helps to alleviate the pain of failure, as does the wonderful if dark feeling of satisfaction gained from mowing down enemy troopers. Playing Cannon Fodder to any degree of skill requires time and patience, but the rewards are worth the effort. The only problem is there's no competitive two player option which would have improved things no end.

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 91

▲ Lots of variation and small detail helps maintain interest. Always clear to see what's going on.

▼ Incredibly small sprites and no big surprises.

SOUND — 82

▲ Great, 'throaty' gunfire noises. Hilarious fanfares.

▼ Music is not to be taken seriously here!

PLAYABILITY — 92

▲ Instinctive as heck. Even the most complex of commands are issued effortlessly.

▼ Sometimes the soldiers don't respond quick enough, or dither about in a frustrating fashion.

LASTABILITY — 86

▲ Around 100 missions of increasing difficulty. Imagine that! Also there is a strong attraction to make improved repeat performances.

OVERALL — 91

Gutsy and gruesomely good fun. As massive an adrenalin rush as a hardened blastamaniac could wish for!

YOU WON'T SEE ME WITH SPOTS.

Getting spots was no big deal. But given the choice, I can live without them.

It's been a while since I've had one.

Nowadays I use Oxy* Clean Facial Wash.

Twice a day, morning and night – no more soap and water for me.

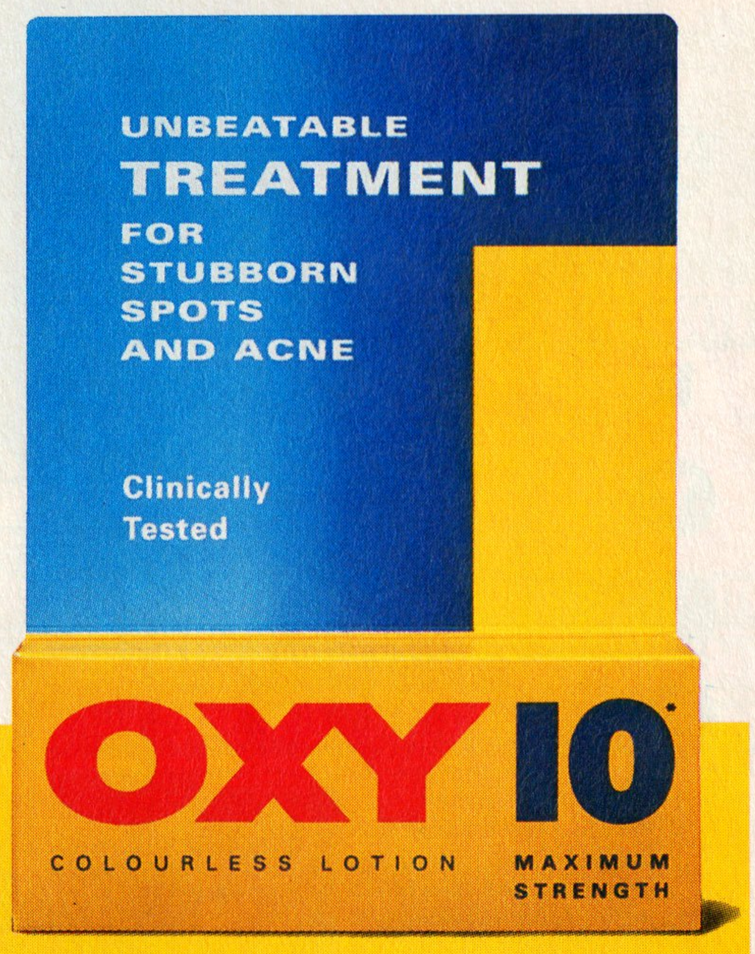
First, I wet my hands and clean them thoroughly with Oxy Clean Facial Wash.

Then I lather up some more and rub it all over my face before rinsing it off.

That's it. That's all you need to know about how to get clean, healthy skin. And how to keep it that way.

Of course, even when I'm really careful a persistent spot can slip through the net. And if one does, I just use some Oxy 10. But I hardly ever have to.

HARDLY EVER.



Always read the label. Oxy 10 contains Benzoyl Peroxide. *OXY and OXYCUTE 'EM are trademarks.

OXYCUTE 'EM!*

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC
- BY: MINDSCAPE
- PRICE: £49.99
- RELEASE: OUT NOW
- GAME TYPE: PLATFORM
- CART SIZE: 8 MEG

GAME FEATURES
- NO. OF PLAYERS: 1-2
- HEAD TO HEAD: Non
- BATTERY BACKUP: Nope
- CONTINUES: 4
- OPTIONS: Adjust config

GAME INFO
- GAME ORIGIN: The Pac meister made his debut in an arcade cabinet, chasing pills and avoiding ghosts in a maze. Why? Don't ask me, guv.
- GAME DIFFICULTY: Tricky
- SCORE TO BEAT: Reach level six
- ALTERNATIVES: Donkey Kong Country, Super Metroid, Pac Attack

GAME CONTROL
- CONTROLLER: Joypad
- RESPONSIVENESS: Average

X — Nada

A — Nothing

B — Jump

Y — Use item/weapon

L/R — L: Select item
R: Select item

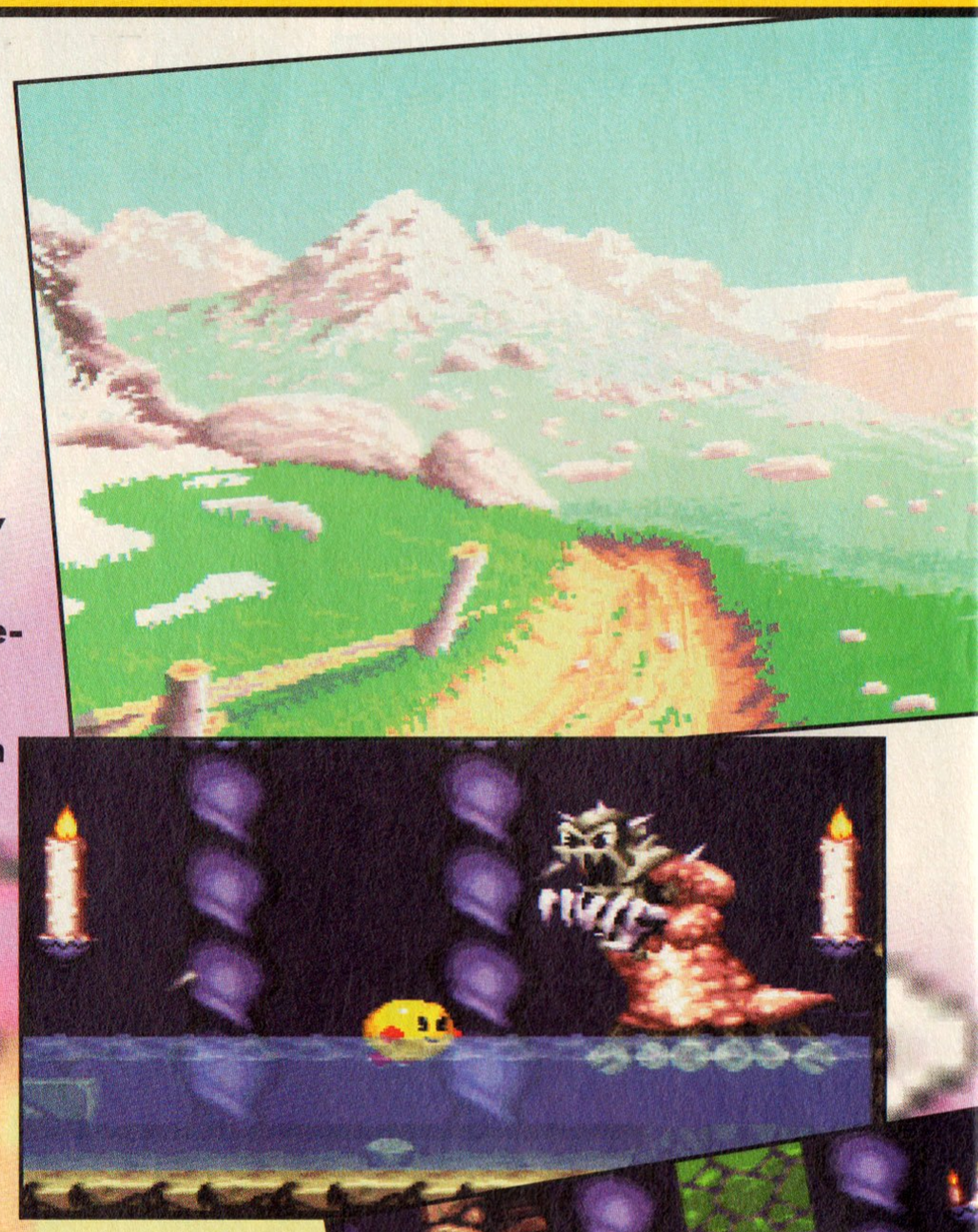
S — Start: Pause
Select: Nothing

GAME CREDITS
- DEVELOPED BY: NAMCO
- DISTRIBUTED BY: MINDSCAPE
- MADE IN: JAPAN
- ARTWORK: © 1994 NAMCO

PAC-IN-T

In recent months it seems a whole spate of arcade blasts from the past are making their comeback careers. What with the likes of those grandpappies of the cabinet, the Space Invaders, and the original platform boss, Donkey Kong, all hitting the Super NES, old wakka-wakka chops wasn't going to miss out on the action. Well that's not entirely true, as Pac has been forced out of retirement by the evil Queen in her bid to rule the maze kingdom once and forever.

With a stir of her cauldron and a flick of a switch, ol' Queenie has whisked the Pac-ster back in time to an all new, pre-labyrinth, platform adventure. The premise remains the same as previous Pac Man exploits – all of the capsules have to be collected before escape, and grizzly ghosts patrol super stores of bonus goodies. However in a break from tradition, the yellow blob has been awarded some fabola new powers to ensure his quest is a success. Let's get wakking!



(ABOVE) *You're never too old to learn to swim, as Evil Queenie is just about to find out.*

CIRCLES OF JOY

In the course of his adventures, Pac Man has a right royal collection of skills up his sleeve. Unfortunately for the spherical wonder, these talents can only be accessed by launching himself through a power ring and so activating the function. Once all four are powered-up, cunning selection and fast reflexes are the order of the day.

ROPE SWING

A vital tool in Pac Man's inventory. Its extendibility allows our hero to reach those bonus areas, that other ropes can't reach. Invaluable when it comes to reaching pills above water – oops was that a clue?

HAMMER

When a boulder blocks your way, or there seems no place go, a trusty hammer is usually the answer. Look for a rotten piece of log bridge and give it a bash. With a little bit of luck the timber will give way, providing a new route.

GHOST GOBBLE

Weapons alone won't help the young pac-ster in his battle against the spooky ghosts. As in the original arcade version, power pills are the only way to confront these beggars. Time your movement precisely mind, once you're powered-up, the ghosts will be heading for the hills as fast as their sheets will carry them.

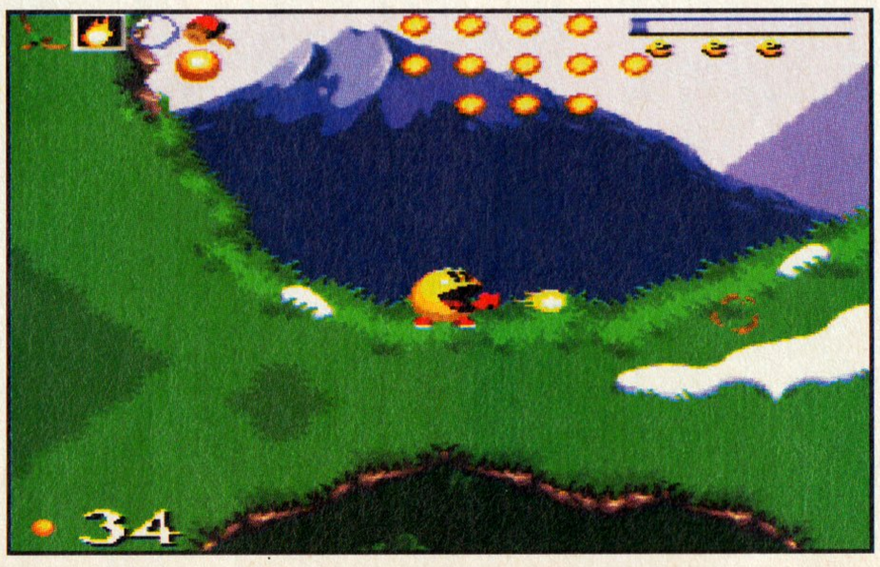
TIME

JUICY FRUIT

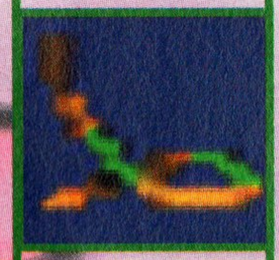
Young Pac bod likes nothing more than to get his teeth stuck into a plump bowl of fruit salad. Lemons, raspberries, grapes, you name it he loves 'em. Quite rightly so, as everyone knows fruit restores health. You'll also notice the occasional locked chest or two irresponsibly scattered around the countryside. To reveal all, go in search of the jewelled key which will, oddly enough, open the safe deposit box and shower extra bonuses on our hero.

FIREBALL

There's only one way to deal with the pesky animal inhabitants of Pac world, and them's fireballs. Send off a couple of these and make toast out of the rams and the fish blocking your path.



POWER RING



ROPE SWING

FIREBALL

BUBBLE

HAMMER

COMMENT

PAUL B.

It's always a risky business re-inventing classic heroes in new formats, usually resulting in a make-or-break situation. So it's nice to see a successful transition as is clearly the case with Pac In Time. The control system is a bit labourious at first, requiring re-adjustment to prevent upsets. But after a short space of time, and a good deal of practise swinging, you'll be wading through puzzles and ghosts galore. Although there isn't a great deal of graphical variation, the character sprites are nicely rendered and smoothly animated, capturing the oddball humour of the coin-ops. All in all, a substantial platformer with some tidy graphics and interesting puzzles, but by no means a feat of programming.

BUBBLE

To tackle the underwater sections, Pac is going to need a bubble. Not only does it add power to his front crawl, but also allows him to fire bubbles at sub-aqua nasties.

COMMENT

ANDY

There are some platformers that try to dazzle with fancy graphics, amazing sounds and the like. On the other hand there are others that major on more important matters, namely gameplay. Pac in Time falls into the latter camp and, as such, takes a little time to get into. The look of the game is not likely to attract any new fans, although the Pacman character is great in itself. Sound's no great shakes either. But a few plays and what is revealed is a pretty decent platformer that mixes the right amount of puzzles with platforming that requires p-lenty of skill on the player's part. There's plenty of it too at some 30+ levels. Not the greatest game around but one which the platform hardcore may enjoy, and a must for Pac fans. Paul Davies should like it.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	□
ACTION	■	■	■	□
CHALLENGE	■	■	■	□
REFLEXES	■	■	■	■
ORIGINALITY	■	■	□	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	□
MONTH	■	■	■	□
YEAR	■	□	□	□

GRAPHICS — 90

▲ Smooth animation and nicely rendered sprites.

▼ Not a huge amount of variation in the characters and the gaming environment.

SOUND — 87

▲ Groovy tunes and faithful coin-op sound FX.

▼ Some of the tunes tend to grind.

PLAYABILITY — 81

▲ Controlling Pacman is a joy in itself.

▼ The control system is not as sharp as it could be.

LASTABILITY — 86

▲ The later levels are full of devilishly tricky puzzles and obstacles. And a consistent addiction factor.

▼ Once you've completed it there's not to go back to.

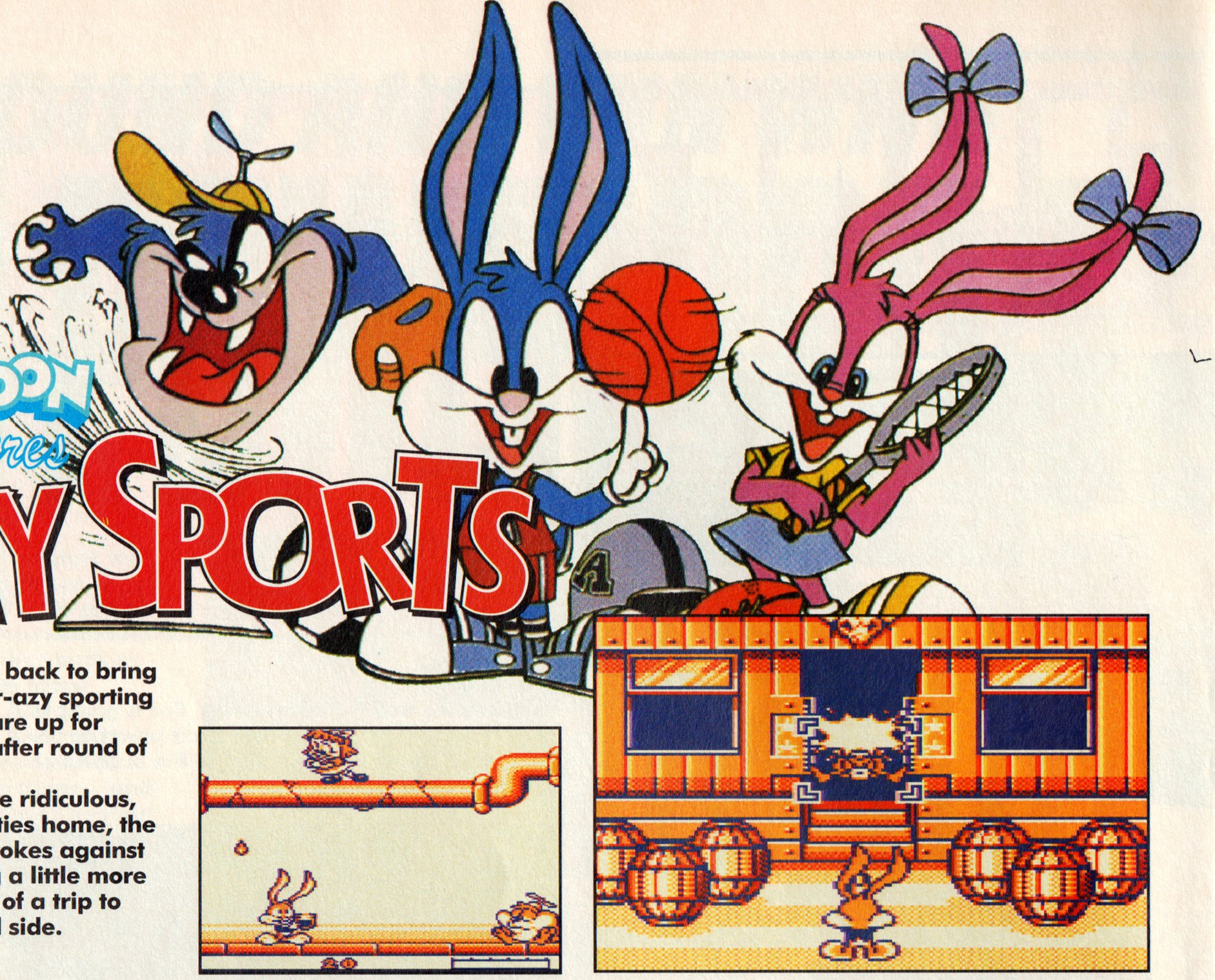
OVERALL — 84

Hardly mind-blowing stuff, but still a clever combination of puzzle and platform.

REVIEW

GAME BOY

TINY TOON Adventures WACKY SPORTS



Those meddling Tiny Toons are back to bring you their peculiar brand of cer-azy sporting antics. Both Buster and Babs are up for grabs as you play through round after round of knockout events.

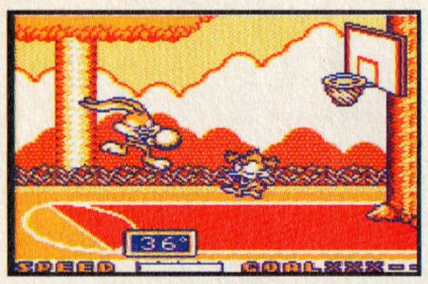
Ranging from the sublime to the ridiculous, one round you'll be striking penalties home, the next slamming forehand tennis strokes against targets. But if you fancy something a little more oddball, there's always the option of a trip to the Carnival for a walk on the wild side.

EGG 'N' SPOON

Choose between either the Carnival or the Sports Festival events. Qualification is essential in the Festival, the number of goals or dunks depending on the difficulty level.

SOCCER

Penalty shoot-out action here, as you have to score three goals to progress to the next round.

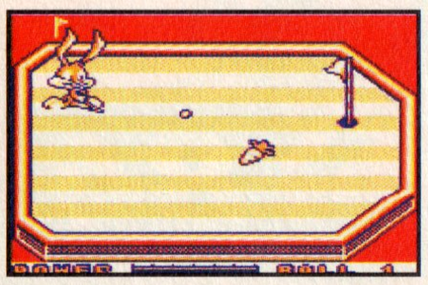


BASKETBALL

Guide the speed and angle to sink those dunks.

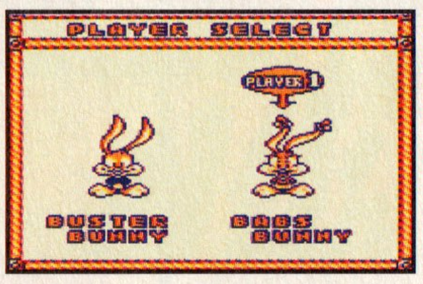
TENNIS

Green Flash ahoy. Fore and backhand smash the targets and the moving bonuses.



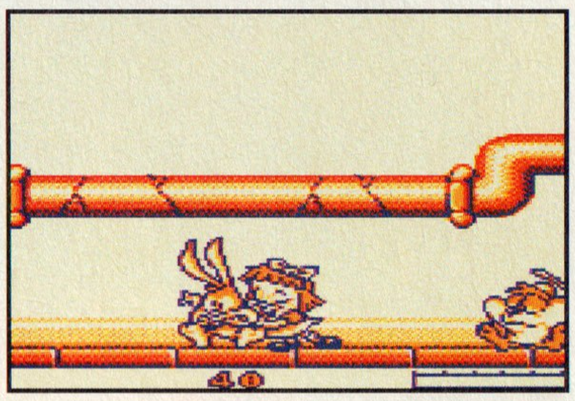
GOLF

Use careful angle and power control to stay above par.



BASEBALL

Swing for the panels behind Dizzy Devil for points and home runs.



AMERICAN FOOTBALL

Dodge the other teams defence to go for those touchdowns.

SHIRLEY THE LOON'S WATER PANIC

Catch the drops of water to stop Bunny being smooched by Elmyra.

FIFI'S WATER SQUIRTING CHALLENGE

Lethal Enforcers meets the Toons – shoot the doirty rats and miss your chums.

COMMENT

From the outset it is clear that beneath a wafer thin veil of characters and wacky antics lies a shoddy excuse for a game. For starters, the events are nothing short of pointless. I'm sorry, but point and shoot can hardly be ranked as gameplay in what can only be classed as a sports sim. As for the so-called bonus games, they must be contenders for a 'game and watch' style renaissance award. This should only be considered for the very youngest of gamers, who are both fans of the series and still too young to expect too much.

RATINGS

- BY: KONAMI
- PRICE: £24.99
- RELEASE: OUT NOW
- GAME TYPE: SPORTS SIM
- CART SIZE: 2 MEG

GRAPHICS 75

◆ The expected faithfulness to the animated series, marred by slack animation and slow speed.

SOUND 69

◆ Nowt special, but nowt bad, really.

PLAYABILITY 58

◆ Calculate the formula to each event. And that's about it!

LASTABILITY 55

◆ The variable difficulty and number of events can't disguise an altogether dull game.

OVERALL 57

A desperate case of nice cartoon license and zilch gameplay. Only for the little-uns.

CRAB YOUR NUTZ

It's cold. It's really really cold.
And you know what? It's going to get colder.

The whole world is being cocooned in ice and snow by the Yeti - a gruesome beast with an icicle for a heart and quite appallingly bad breath. His plan is to create and rule a new frozen kingdom here on earth.

Thankfully, Mr. Nutz, SuperSquirrel, is about to turn up the heat. Only he can prevent a new and permanent ice age.

To help him on his way he's got a lotta Nutz, a lotta gutz and one enormous tail.

The temperature's dropping but the heat is most definitely on.

Formats: MEGADRIVE · GAMEBOY

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CRAZY CROSS

Taking a breather from a seemingly never-ending stream of platformers, Konami have taken time out to challenge the likes of Super Puyo Puyo and Tetris II in the puzzler stakes. Recently released in Japan and apparently selling like hot cakes (well, raw fish) over there, Crazy Cross is a one or two-player variant on the Puyo Puyo theme. Having selected your character from the oddball bunch on offer (including a fat dog, fat dog fans), the screen is split into two vertical sections with each contestant given a rectangular block which is rapidly filled with coloured blocks which can be rotated as they fall.

As with Puyo the aim of the game is to match three or more similarly-coloured blocks in order to make more room. However, every time a number of blocks are cleared at the same time, extra blocks are sent over to your opponent's side of the screen!

FACE IT

Having selected your player and your opponent, Manga-style representations of their faces appear behind the play area. As the blocks descend, the faces gurn with either joy or panic as the game starts to go either way, ending in a strangled shriek when the blocks reach the top and the game is over.

COMMENT

Yes, this may indeed look like Super Puyo Puyo's long-lost brother, but Crazy Cross is by far the more playable game. The addition of the ice blocks which melt whenever adjacent to a detonation allows for some of the most impressive chain reactions since Diana Ross, and means the game can go either way at any time. The computer-controlled characters are also more intelligent than the puzzle game norm, and the guy with the glasses really takes some beating. Konami's versatility is nothing short of superb recently, and not content with cornering the Soccer market, now they've done the same for the puzzle fans. Deceptively playable, and well worth a gander.

NICE ICE, BABY

The main enhancement to the vaguely familiar gameplay comes in the form of blocks which come packed in ice. These are dropped into play at regular intervals or whenever your opponent manages to create a chain reaction, and rapidly clutter the screen. However, whenever three or more blocks are cleared a small detonation melts any ice adjacent to the blast, freeing them for further use — and, if you're lucky, abetting extremely impressive chain reactions, sending the picture of your opponent into fits!

RATINGS

- BY: KONAMI
- PRICE: TBA
- RELEASE: MARCH
- GAME TYPE: PUZZLE
- CART SIZE: 8 MEG

GRAPHICS — 79

◆Granted there's not a lot you can do with a puzzle game, but the backdrop faces make all the difference.

SOUND — 77

◆ Digitised squeals from the opposition, and a nice beepy tune to accompany the action.

PLAYABILITY — 92

◆Superb. The computer-controlled players get really tough, and the game is easier to pick up than a virus.

LASTABILITY — 86

◆ Plenty of opponents. Puzzle games often get a bit dull in one-player mode due to repetition.

OVERALL — 90

Extremely playable, but the one-player mode gets a little lonely. Buy a friend and buy this is the simple solution.

KICK OFF 3

EUROPEAN *Challenge*

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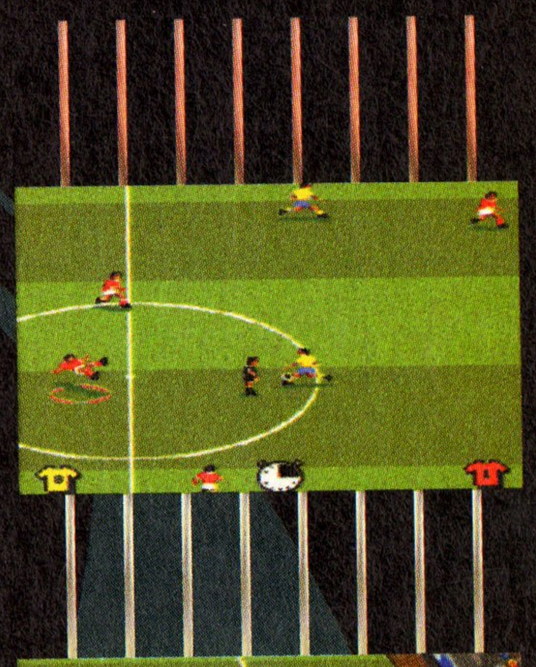

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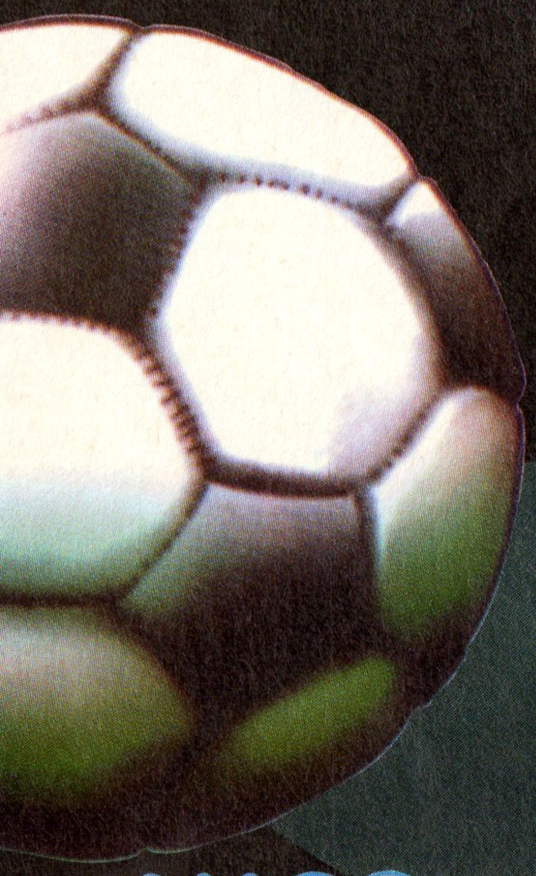

SUPER NINTENDO ENTERTAINMENT SYSTEM

YES YOU CAN

IT'S OUT NOW!

Published by Vic Tokai Europe Ltd, Tokai House, 9 Duncan Close, Moulton Park, Northampton NN3 6WL Tel: 0604 671415 Fax: 0604 670864

Screen Shots are illustrative of gameplay and may vary from format to format

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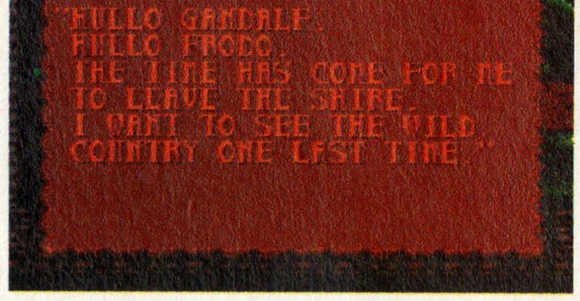
ANCO

VIC TOKAI

REVIEW

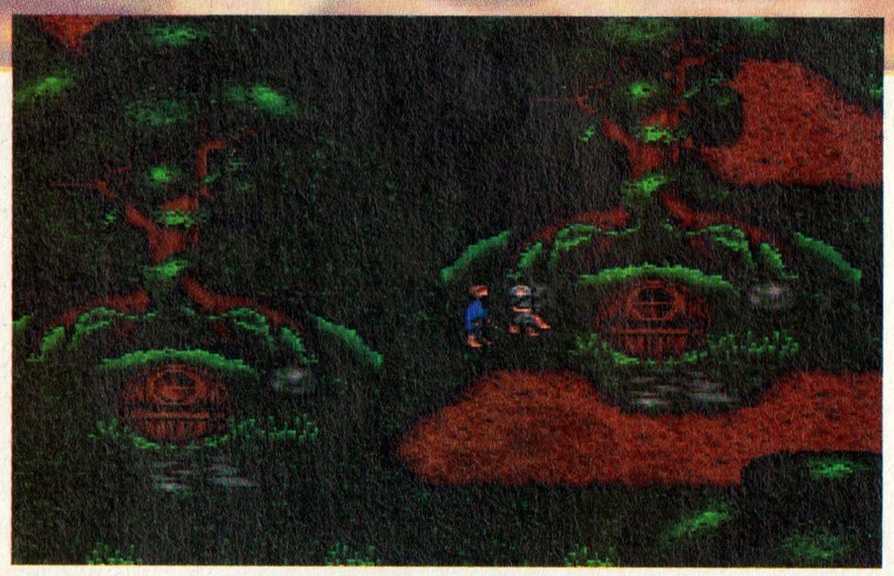
SUPER NINTENDO ENTERTAINMENT SYSTEM

The Lord of the Rings



You'd be hard pressed to find someone who hadn't heard about the Lord of the Rings in one way or another. But then again you'd probably have an equally tough time finding someone who had actually read the entire three volumes cover to cover. Hitting the thousands in the page department, Tolkien certainly knew how to spin a yarn, and discourage many a potential reader. That is until now, with the first of the three volumes set for RPG-dom.

Viewed from an overhead perspective, the adventure follows Frodo Baggins and his mission to protect the ring of rings from evil forces at work in Middle Earth. Armed with the low-down from Gandalf, Frodo must gather a group of chums and transport the ring to the sacred town of Nearby. During their travels the merry band encounter fearsome beasts and bandits, all of whom must be slain in the name of the unification of the rings.



RING MASTER

An RPG wouldn't be an RPG without an inventory, now would it? Fortunately enough, Frodo has a very substantial backpack in which he can store all of the various bits and bobs. Amongst the objects available are weapons, magic spells, and food, but above all Frodo should be on the look-out for maps. Without them he is indeed a most lost Hobbit.

FIVE GOLDEN RINGS

As the adventure hots up, and Frodo starts to collect his gang together, the option exists to slam in a multi-tap and get set for five player fun! Each player has individual control of his or her character, but mind you warn the other players before switching to the inventory screen to save confusion.

COMMENT

I'm not that sure old JRR would be altogether happy having his volumes of hard labour into a less than perfect product. The graphics aren't exactly ground-breaking, now are they? Let's face it, these kind of featureless sprites surrounded by black outlines went out with the Dark Ages. On the gameplay front, the action although at first confusing and tricky – especially the cave section – does have its moments, capturing the essence of the original story. But in all fairness, Lord of the Rings isn't up to scratch when it comes to comparisons with the likes of Final Fantasy III. Okay in the adventure stakes, but a big no-no in terms of graphical achievement.

RATINGS

- BY: INTERPLAY
- PRICE: £39.99
- RELEASE: JANUARY
- GAME TYPE: RPG
- CART SIZE: 4 MEG

GRAPHICS 61

◆ Whoops, somebody forgot to include the design, colour, and animation.

SOUND 64

◆ Uses new sound technology to rather poor effect. Good atmospherics though.

PLAYABILITY 67

◆ Slow and uneventful, with a thoroughly ineffectual hit-and-miss control system.

LASTABILITY 75

◆ If you can overcome the initial frustration of the early levels an adventure of sorts is vaguely there.

OVERALL 69

Not too great in comparison to the sheer wonderment of Final Fantasy III, Mana or Zelda. Devotees of the book may enjoy it though.

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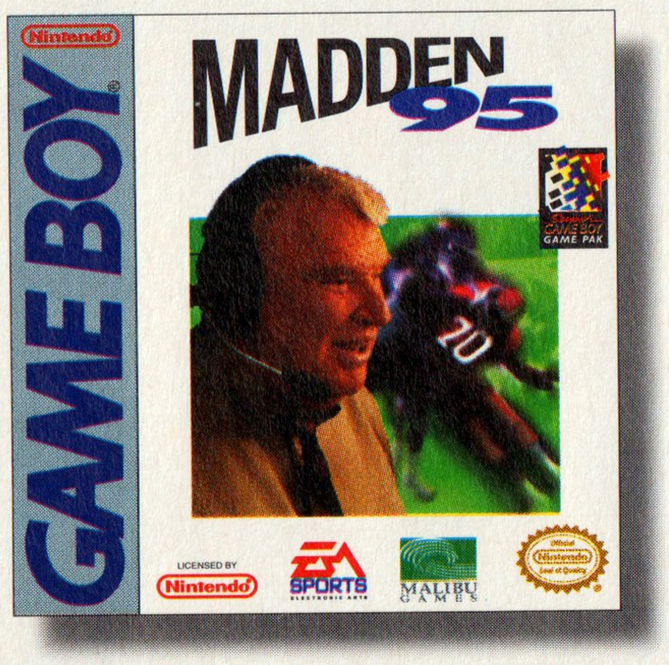
"May be the finest footie sim ever - down to palm size."
GB ACTION 91%



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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC
- BY: KONAMI
- PRICE: £44.99
- RELEASE: NOVEMBER
- GAME TYPE: RACING
- CART SIZE: 16 MEG

GAME FEATURES
- NO. OF PLAYERS: 1/2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: Password
- OPTIONS: Many

GAME INFO
- GAME ORIGIN: Based on the "allegedly" successful cartoon phenomenon that is the Biker Mice From Mars
- GAME DIFFICULTY: Average
- SCORE TO BEAT: Finished on easy. Ass kicked on hard.
- ALTERNATIVES: Rock 'n' Roll Racing, Mario Kart, Street Racer

GAME CONTROL
- CONTROLLER: Joypad
- RESPONSIVENESS: Okay

X — Nothing

A — Use Item

B — Accelerate

Y — Fire Weapon

L/R — L: Nothing, R: Nothing

S — Start: Pause, Select: Nothing

GAME CREDITS
- DEVELOPED BY: NATSUME
- DISTRIBUTED BY: TBA
- MADE IN: JAPAN
- ARTWORK: © 1994 NATSUME.

There are, in the history of screen entertainment, a number of animals that have captured the public animation with their antics and become stars in their own rights. Witness the tales of heroic dogs like Lassie and Pete's fave, the Littlest Hobo. And many's the child who will speak with a melancholy tear in his or her eye as they remember the equine adventures of Champion the Wonder Horse, whilst the exploits of Skippy the bush Kangaroo have become the stuff of schoolboy legend. All of their stories simple morality tales of good triumphing over evil. Of course that's not good enough these days. Oh no. Today's animal stars need to have a martial arts training, be psychic or come from the planet Thron-gar. Here's the latest in this new bunch; they're Mice - that's nothing new - but they're from Mars and, guess what, they ride big Motorbikes too. These are their adventures as they race across a series of galactic locations. Not like when I were a lad...

MOUSE STRAPPED

At the end of each of the 30+ races there is the chance to upgrade your vehicle. Well only if you've placed well in the race and earned the ready cash, that is. Aside from the normal Engine and Tyre upgrades, it is also possible to add to the number of shots you can carry and the amount of damage you take. The latter being done via a wholly unecessary bit of product placement - The Mice and Co stock up on Snickers Bars to add to their energy bars. How sad.

RATS ENTERTAINMENT

So you want to know more about these off-world rodents and their various cohorts and nefarious foes, eh? Then you're a bit sad, aren't you? Nevertheless it is our sworn duty to reveal this unlikely bunch and their bikes, weapons etc... Oh well...

THROTTLE

He's the leader of the Mice but, alas, a bit of a bore. His bike is average, it has average speed, acceleration, grip and a very average, but pretty useful, Tornado shot as his weapon. The geography teacher of the bunch.

MODO

He's a big guy in the top speed department but stands in the corner of the class wearing a pointed cap where acceleration is concerned. His special weapon is the quite devastating Bionic Crash.

VINNIE

Last of the Mousecular trio, he has great acceleration and a grip like a mountain goat but a top speed matched only by a Space Slug from Saturn. Probably. His special weapon is more of a get-out-of-trouble Jump. Still useful though.

LIMBURGER

What with his vehicle being a spaceship he is not subject to the normal laws of gravity so has great top speed and acceleration. He is, however, a tad slippy around corners. Well alot actually. His special weapon is a shocking Zap. Guaranteed to spoil your day.

GREASEPIT

This chopper-riding slob has tuned his machine to give the highest speed, however the greasy slob forgot to work on the acceleration and grip. His Grease Bomb is likely to put the skids under your galaxy domination plans, though.

KARBUNCLE

He's quite mad you know. And quite sad too with one of the lowest top speeds. Fortunately he's got one of the best weapons in his Mutant Ray that turns foes into cosmic chickens, and his grip and acceleration are good too.

COMMENT

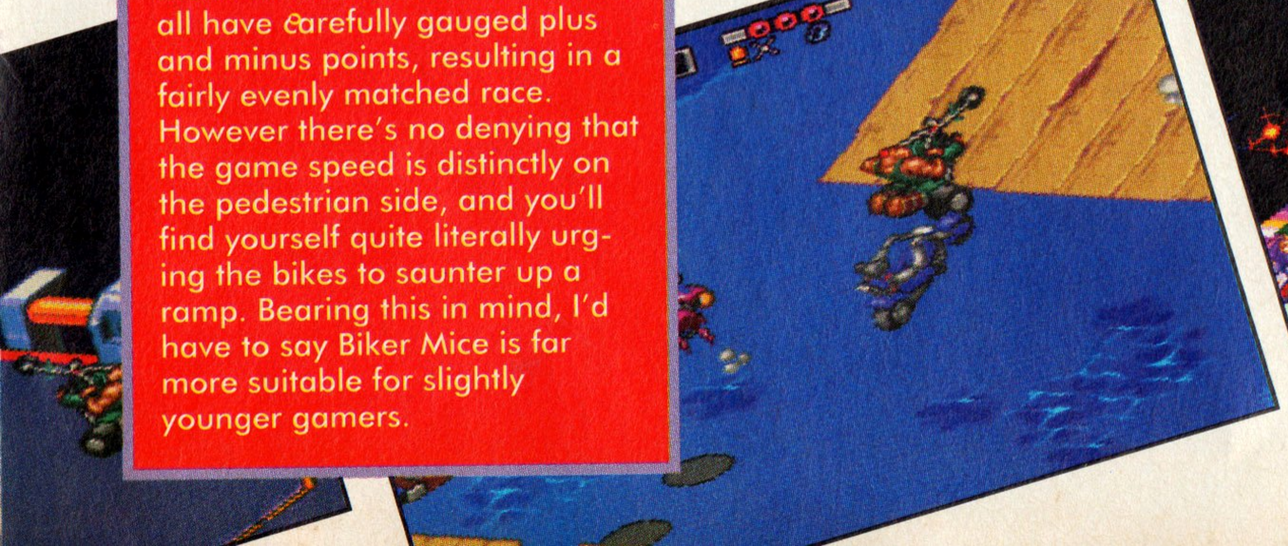
PAUL B

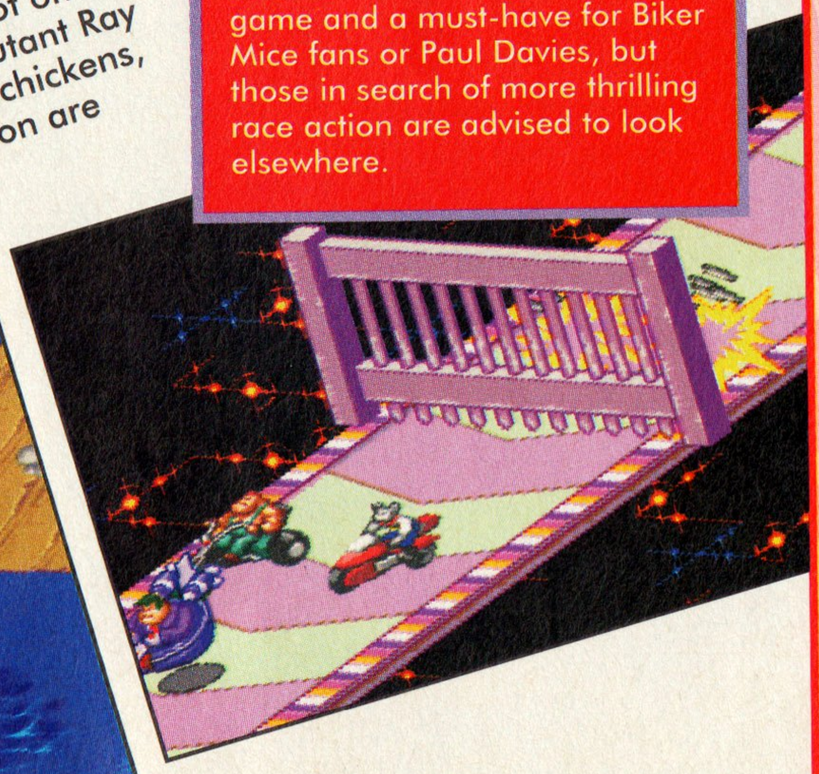
Mice on bikes? Whatever next?! I must admit that I'm not all that well acquainted with their animated antics, but if it's anything like the cart, they must be pretty ace. For starters the presentation is absolutely immaculate – nippy intro sequences, tonnes of stills of the characters, and top post race disqualification animations. It's also heartening to see that the gameplay itself lives up to the general all-round gaming quality. The race tracks have been skilfully designed, just tricky enough to offer new surprises, but not so infuriating that you'll begrudge having to play them. In addition the characters all have carefully gauged plus and minus points, resulting in a fairly evenly matched race. However there's no denying that the game speed is distinctly on the pedestrian side, and you'll find yourself quite literally urging the bikes to saunter up a ramp. Bearing this in mind, I'd have to say Biker Mice is far more suitable for slightly younger gamers.

COMMENT

ANDY

There's no denying the appeal of this title. The licence is a good one and has been used in a cool way - which, in itself, is pretty unusual. The graphics are very detailed, with a wide choice of vehicles and weapons, there's a great selection of courses with lots of short cuts, jumps, speed-ups and a reasonable challenge too - especially in the tougher modes. I liked the way it is possible to upgrade the vehicles, giving racers an extra incentive to finish that race in a good position. In fact this game is very good except for one small thing - It's not nearly fast enough. You can upgrade your motorsikkle or spaceship all you like but the game still tootles along at the same, rather sedate pace. Come on Konami! These are Biker Mice from Mars not Scooter Vicars from Bridlington - a little more urgency would not have gone amiss. Still, I'd be lying if I said I didn't enjoy it and the two-player mode always adds a bit of interest. All told, a good quality game and a must-have for Biker Mice fans or Paul Davies, but those in search of more thrilling race action are advised to look elsewhere.





REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 91

▲ Pin-sharp and nicely animated representations of the Mice. Rather very good indeed in fact.

SOUND — 90

▲ Groovy and Rocky tunes funk the proceedings along quite nicely thankyou.

▼ Which is fine unless you don't like funky, rocky, groovy tunes.

PLAYABILITY — 87

▲ All of the characters handle differently and it's great fun using the weapons - especially in two-player

▼ The game lacks that breathtaking pace, even with all the necessary upgrades.

LASTABILITY — 85

▲ 30 odd courses, three levels of difficulty and a two-player mode will keep mouse fans contented.

▼ Don't play it on easy or else you'll finish it on your first go.

OVERALL — 86

Not quite as exciting as it could have been thanks to the relatively leisurely pace, but a pretty good licence and a quality racer nonetheless.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

Not even the likes of Stephanie Beecham and Roy Scheider could save the TV series billed as the Star Trek beneath the waves. What looked on the surface to be a special FX extravaganza, turned out to be lots of pretty pictures and an extremely dodgy storyline. So dodgy was the storyline, that the only actor to actually shine in the series, was good old Darwin the dolphin. Although he always seemed to be the poor sod who had to go out on the dangerous missions. Funny that. So to set one wrong to a right THQ have teamed up with Sculptured Software to produce all of the visuals of the series, but with a storyline that only you the player can control.

Set in a DSV simulator, the player is exposed to mission upon mission of undersea adventure with a view to graduating from the United Oceans. Financial and rank incentives are in the offing for candidates who show promise, with the eventual possibility of taking the helm of the Sea Quest itself on a vital mission. So baton the hatches as we dive, dive, dive!

SEA QUE

CART SPEC
- BY: THQ
- PRICE: £49.99
- RELEASE: MARCH
- GAME TYPE: SIMULATION
- CART SIZE: 16 MEG

GAME FEATURES
- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Password
- OPTIONS: None at all

GAME INFO
- GAME ORIGIN: Based on the TV series starring Roy Scheider and the oh-so babacious Stephanie Beecham set in the future in a big submarine.
- GAME DIFFICULTY: Average
- SCORE TO BEAT: Finish the first simulation and make your way into the open sea.
- ALTERNATIVES: Wing Commander, Vortex

GAME CONTROL
- CONTROLLER: Joypad
- RESPONSIVENESS: Average

X — Ascend

A — Dive

B — Fire

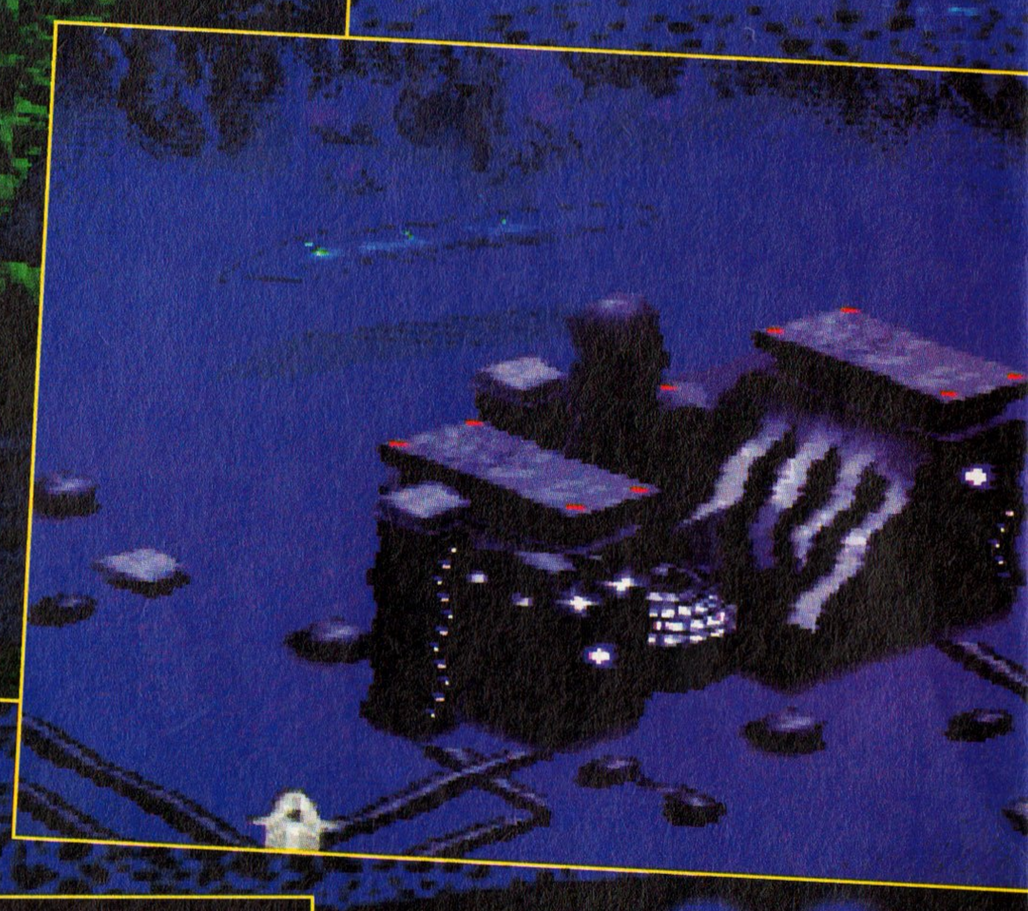
Y — Fire

L/R — L: Nothing; R: Nothing

S — Start: Starts/pauses; Select: Select screens

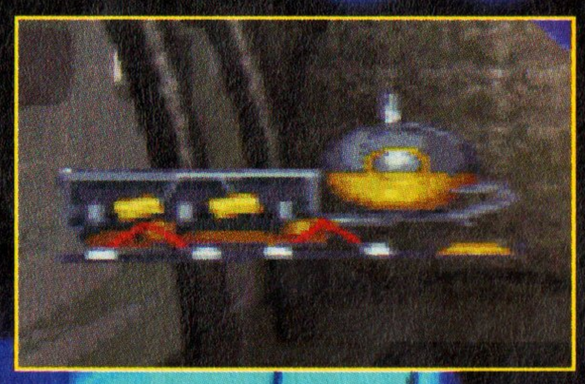
GAME CREDITS
- DEVELOPED BY: SCULPTERED
- DISTRIBUTED BY: THQ
- MADE IN: USA
- ARTWORK: © 1994 AMBLIN ENT.

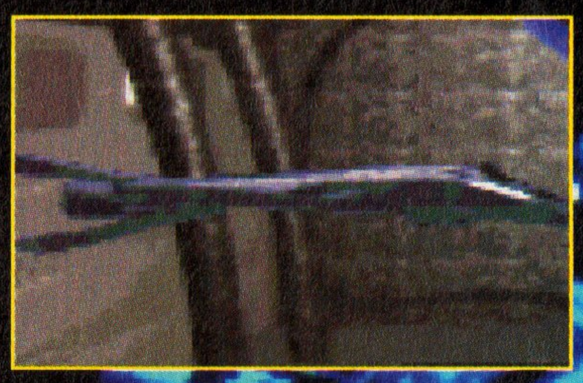
(ABOVE) Today on Jacques Cousteau's Under Sea Adventures the extremely rare diver's helmet fish.

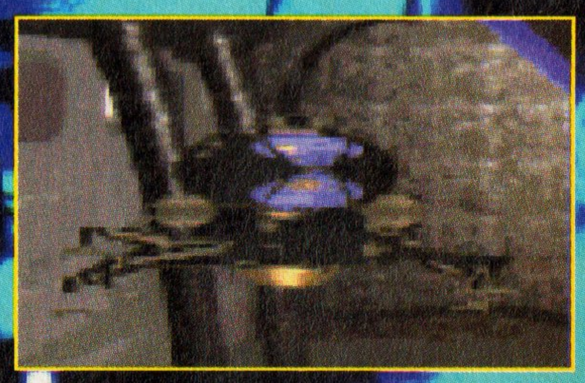


MICRO MACHINES

It's all fine and dandy whisking around the sea bed in your DSV, but they ain't very manoeuvrable are they? No, instead you're going to require the assistance of a small number of mini submersibles to do the really dirty work. The smaller among the craft are capable of squeezing into even the smallest of spaces, particularly handy when retrieving salvage and damaged craft. In addition combat craft are included for doing battle with the pirates. On a lighter note, Darwin the dolphin is also part of the crew and is particular useful for manipulating switches.







REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

EST DSV

UP PERISCOPE
Central to the command of the Sea Quest in the control panel. From this screen you can access on-board ship functions vital to the smooth-running and successful completion of the missions.

INFO
Keeps you informed of mission objectives, and incoming messages from simulation headquarters. Also a personal record of your past missions.

BAY
Only accessible when extra-vehicular activity is necessary. Here you can maker selection of the craft most fitting to the mission.

NAV
For an overall view of the surrounding area, and mission locations the map provides instant info on the situation.

INFO
MINING COLONY GAMMA 7 IS UNDER SIEGE BY LOCAL CLAIM JUMPERS. UEO HAS BEEN ASKED TO INTERCEDE AND LEND ITS PROTECTION.
YOU ARE AUTHORIZED TO ENGAGE ANY HOSTILE SHIPS IN YOUR PATROL AREA
DARWIN'S AQUA LUNG
HR PROBE
SEA TRUCK
SEA SPEEDER
SEA CRAB

COMMENT

PAUL

At first I was slightly dubious about a Sea Quest game, following the abysmal tellie series, but I have to say a pretty smart simulation has been salvaged from the wreck. The graphics are highly-polished, featuring some ace rendering and detailed backdrops, but do tend to suffer from slowdown – infuriating when doing battle with nippy pirates. The number of missions is quite adequate to keep most gamers busy for quite some time, and varied enough to inspire continued play. However if I have one quibble, it's with the lack of pace in between small craft encounters. Too often you seem to be just drifting, unaware of the next task at hand, awaiting the mission info to pop up. But on the whole this is a substantial simulation for fans on the game style.

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				■
ACTION				□
CHALLENGE				■
REFLEXES				□
ORIGINALITY				□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK				□
MONTH				■
YEAR		□	□	□

GRAPHICS — 87

▲ Excellent rendering of the Sub sprites and effective use of sub aqua effects.

▼ The touch of slowdown makes combat control annoying.

SOUND — 83

▲ Tunes faithful to the TV series combined with moody in-game scores and stylish effects.

PLAYABILITY — 82

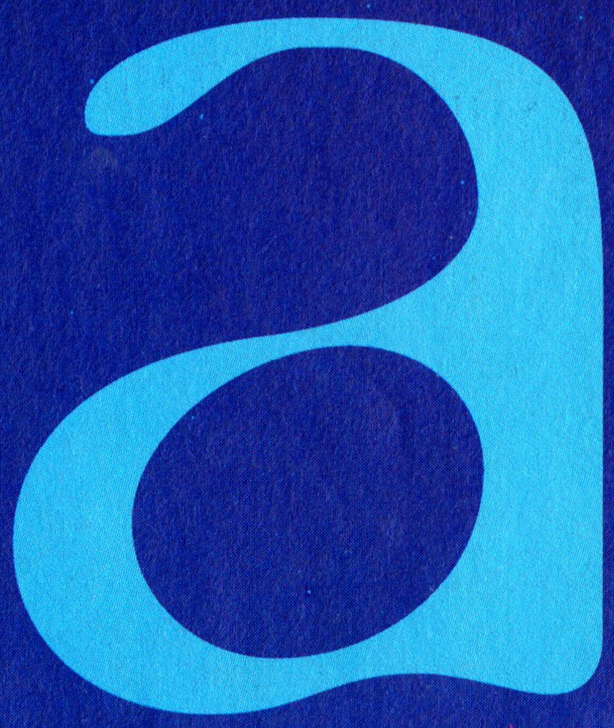
▲ Once past the first level, a reasonably engrossing game containing a nice challenge factor.Probably the most responsive and controllable fighting game on the Super Nintendo.

LASTABILITY — 83

▲ Big levels with lots of minor missions to tackle. Tough challenge to boot.

OVERALL — 83

A substantial sim with an interesting theme and varied gameplay but slightly weak plot in certain instances.



city full of people can be a much emptier place to work.

On board a ship in the Royal Navy, there could well be hundreds of people. All of whom know each other and rely on each other. You're expected to make a personal contribution. But more than that, you have to. Every position is vital, from the greenest recruit to the most experienced officer. Quite simply, if you don't work, the ship doesn't. Compare that sense of purpose to some of the other jobs you'll be considering over the next couple of years. Just because a city has more in it, doesn't mean there's more to it.

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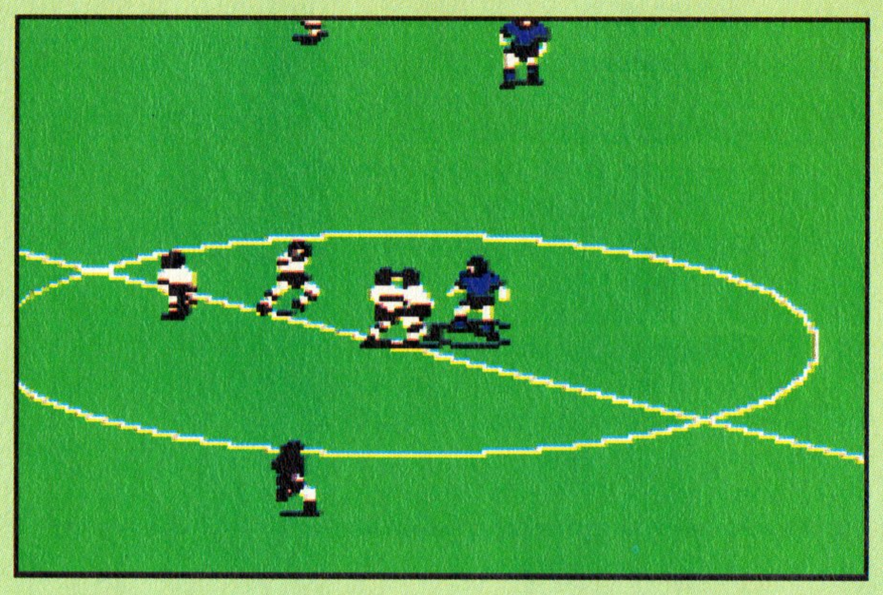
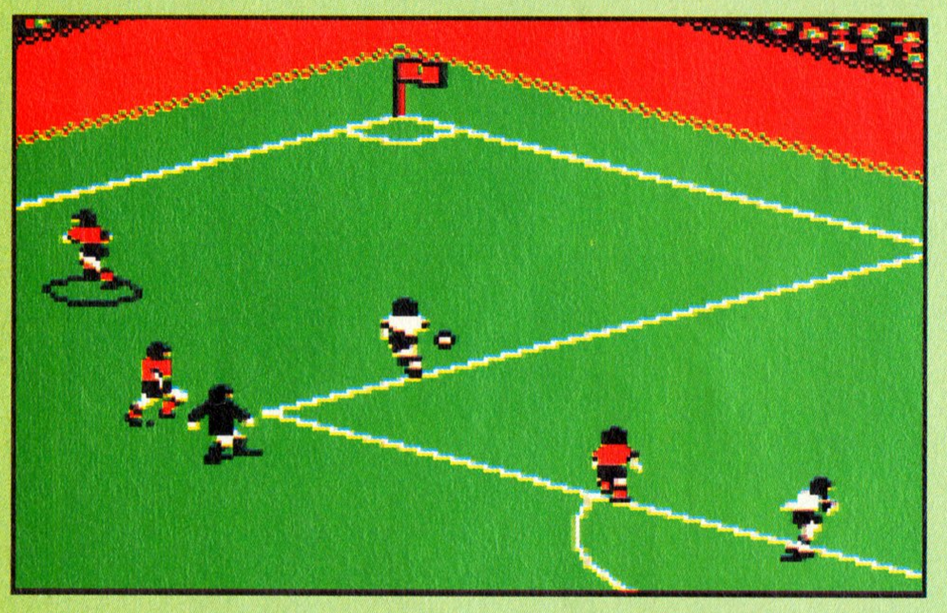
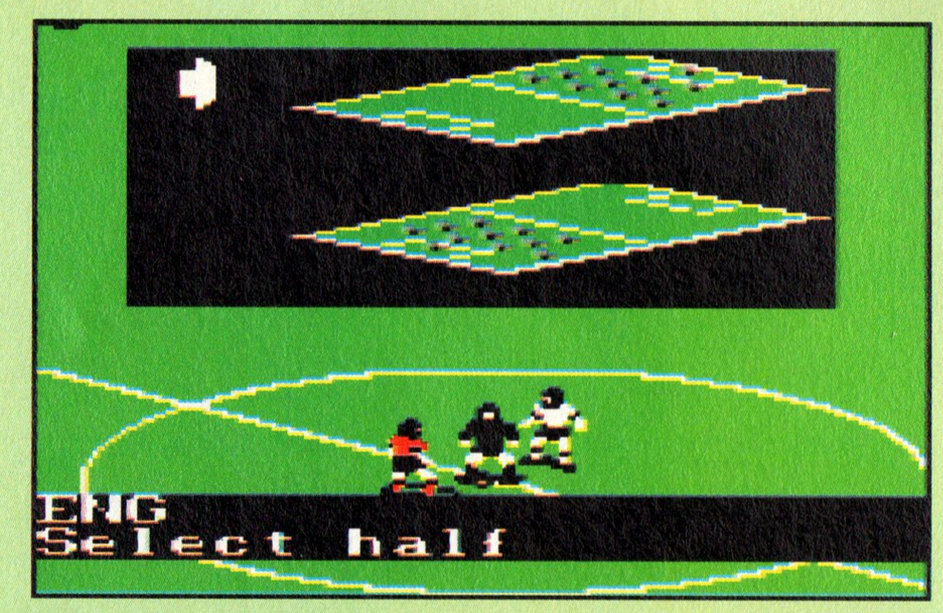


FIFA INTERNATIONAL SOCCER

Who could have foreseen the global implications all those years ago when a bunch of lads starting kicking an inflated pigs' bladder up and down the streets. These days we seem to forget the modest origins of our national sport, and thankfully the stench of the festering hog gut, to concentrate on the super players and the dream teams.

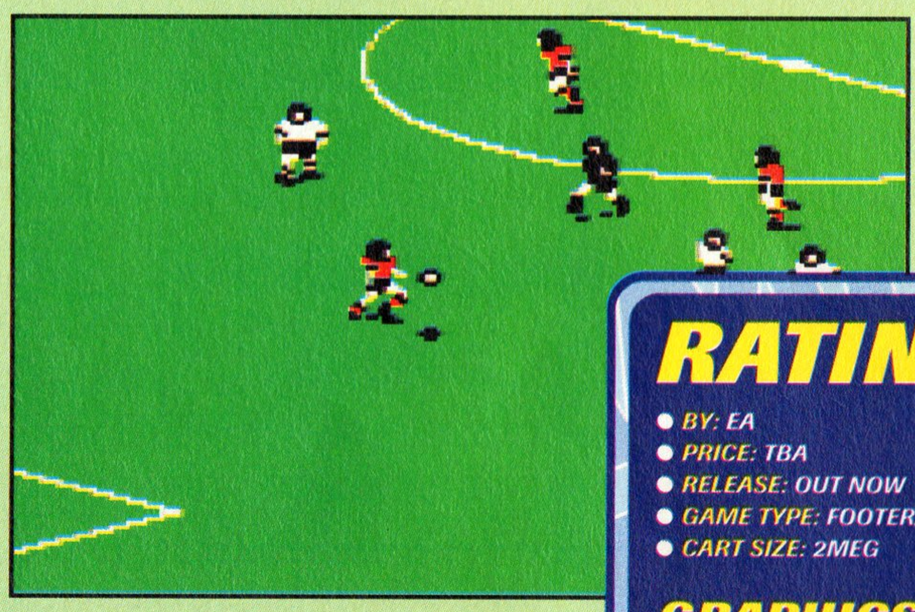
FIFA has always been considered to be a benchmark in console technology, so it was high time that the 'Boy had a version all to itself. But with such a reputation to live up to, can compression technology translate the classic to the monochrome wonder?



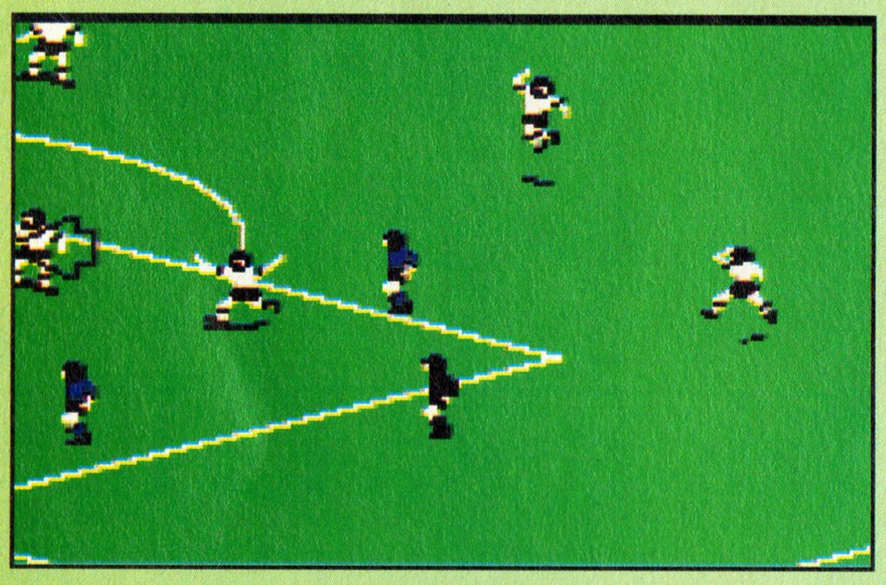


COME ON YOU REDS, BLUES, AND GREENS!

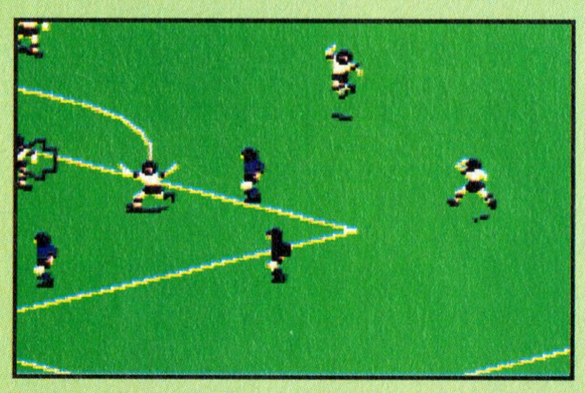
The boffins at EA are keeping bang up-to-date with this new Super Game Boy technology. To view the game in fantastic colour, or even the colour of your choice, plonk it in the adaptor and away you go.



(LEFT) It may look nifty as a static image, but wait till you see it move. Honestly, it's bad.



TEAM TACTICS



Over the years FIFA titles on all formats have established reputations for being piled high with options, and this is clearly the case with the Game Boy version. The massive selection of 50 teams are up for grabs, each displaying individual statistics. Also during play, the team tactics are adjustable to take into account defence and attack strategies.

COMMENT

This is absolutely dire! The graphics may be vaguely impressive during the presentation sequences, but as soon as you get in game, be prepared to witness some of the most hideous graphics to ever grace our monochrome screens. Sprites move at sub-sloth speeds and are as animated as a corpse; and there is absolutely no sensation of control as the players idly chase a desperately minuscule ball. All in all, an outrageous and unashamed attempt to cash in on other top quality FIFA titles. Avoid at all costs!

RATINGS

- BY: EA
- PRICE: TBA
- RELEASE: OUT NOW
- GAME TYPE: FOOTERAMA
- CART SIZE: 2MEG

GRAPHICS — 35

◆ Don't make me laugh! Clumsy, badly designed and devoid of all animation.

SOUND — 51

◆ Plinkety, plink, plink, plink. Get the picture?

PLAYABILITY — 35

◆ As controllable as a leaf crashing down a waterfall, ie not very.

LASTABILITY — 37

◆ The time it takes to remove the offending cart from your Game Boy and sling it in a bin.

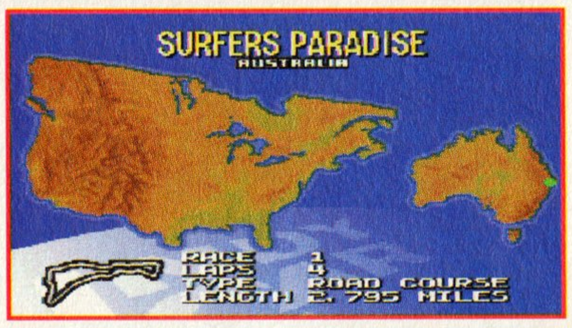
OVERALL — 40

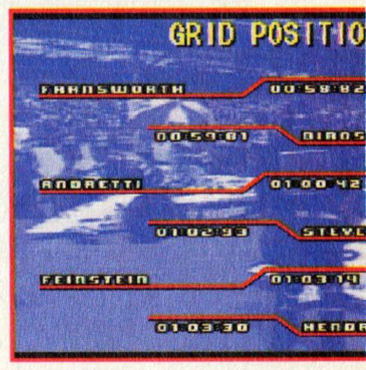
This is most certainly one product that should never have got past the playtesters' eyes.

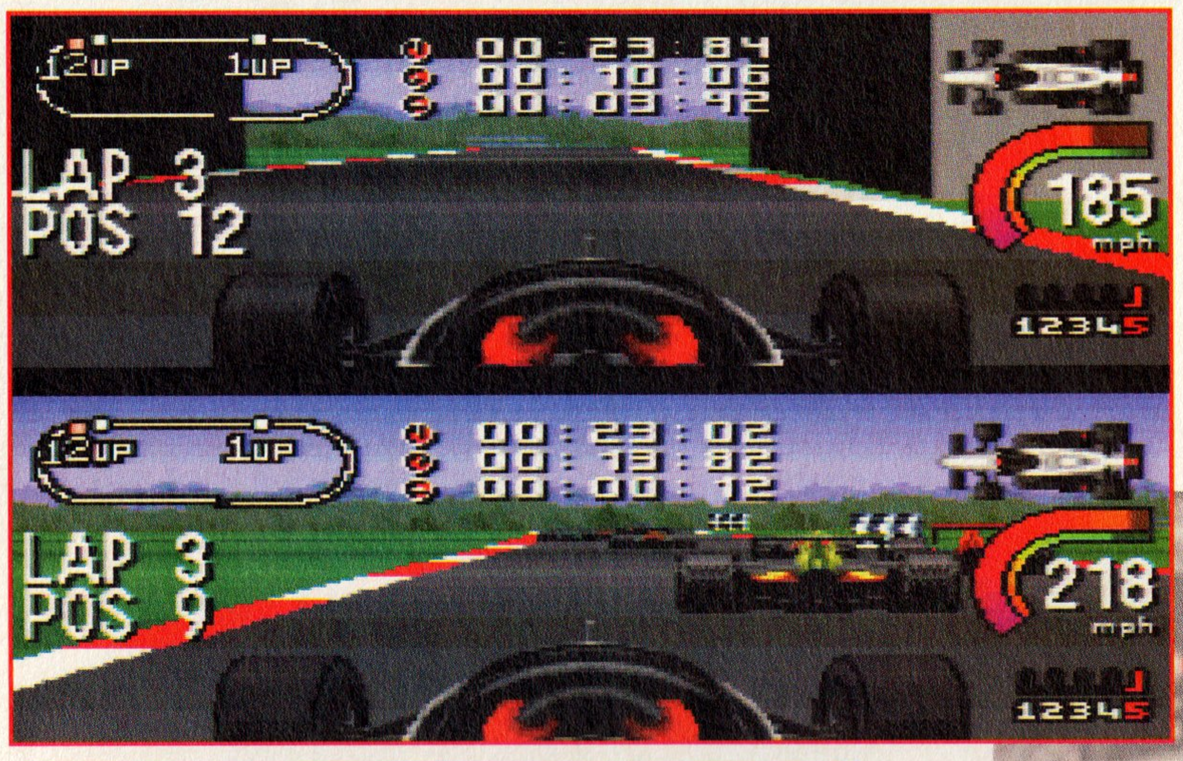
NEWMAN HAAS INDY CAR

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

You expect great things to happen when two stars' careers collide. When John Travolta met Olivia Newton John a hit single was born, the same was true for Paul McCartney and Michael Jackson, and Prince and Sheena Easton. Okay so all the records produced were crap but the point is valid all the same. This little game documents the epoch-making events that transpired when little-known racing driver Nigel Mansell was introduced to shy, retiring thespian, Paul Newman and the wild and wacky world of Indy Car racing. The rest, as they say, is history...

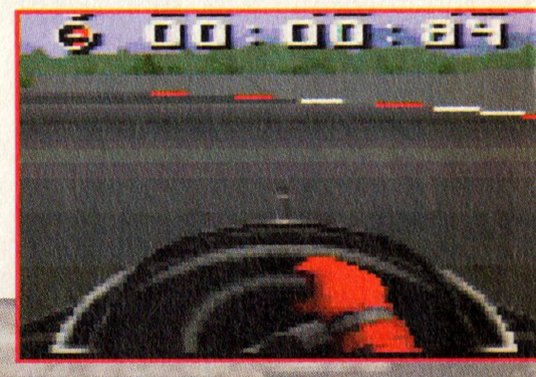






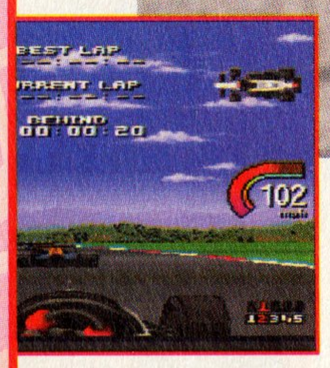
INDY GROOVE

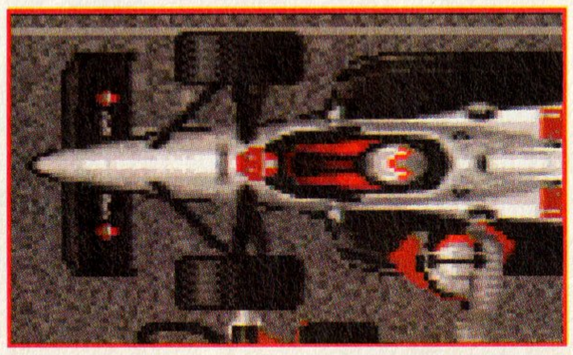
So just what is the difference to good old Formula One racing and Indy Car? Answer is that Indy Car is the Essex of world motor racing - faster, flashier but not as good! Indy motors are built for speed and going in straight lines. The courses tend to be a lot flatter and a bit less complex to allow for speedier cornering. Apparently they're a bit more dangerous too, thanks to low walls that line some tracks.
Can't get anything right can they, I mean just look at Rugby and American football - bunch of sissies in body armour, grumble, grumble, moan, moan...



INDY MOOD

Aside from the cultural differences, this game plays pretty much as you'd expect. All the usual options are included and players may choose to play Arcade or Simulation modes, select full season or single races, turn the sounds on or off and, most impressively, choose one or two-player simultaneous play. In Arcade mode it's just a straight no-messing race-fest, whilst in Simulation players may tinker with the minutest details of their motor before racing, just to squeeze a few vital extra KPH out. The other drivers'll still thrash you though...

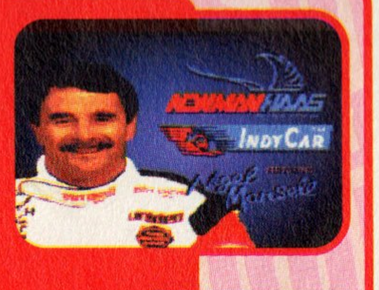




COMMENT

I say this every time I review these sort of games - there aren't that many F1-style games on the Super NES. Mansell Indy Car has a fairly basic graphic style that looks a bit old fashioned, but it nevertheless manages to convey a feeling of speed with reasonable conviction. The sounds are as good as you'd expect - whining engines, spartan effects and a touch of backing music. Gameplay-wise it's good, and it's not possible to blast around every corner without at least acknowledging the gears and brakes, meaning that a modicum of skill is needed on the players' part. It doesn't slow down in two-player either which is equally good. In fact the only thing real fault in this game is the subject matter - Indy Car racing may be faster but it lacks the thrills 'n' spills of Formula One and its more technical courses, and Indy Car is just not as interesting to play which is probably why Nige is back in F1. Speed demons should find pleasure in this cart, but for real F1 action go for the original Mansell from Nintendo.

RATINGS



- BY: ACCLAIM
- PRICE: TBA
- RELEASE: OUT NOW
- GAME TYPE: RACING
- CART SIZE: 16 MEG

GRAPHICS 82

◆ Speedy update conveys the necessary thrills and spills. A bit old-looking though.

SOUND 77

◆ Alas Indy Cars, like their F1 cousins, all sound like turbo-charged sewing machines.

PLAYABILITY 84

◆ Speedy and tough. A bit unresponsive at times. Then again, who knows what it's like to drive one of these!

LASTABILITY 80

◆ Norralot of courses, so single players will soon devour it. Pretty good prospects for two-players though.

OVERALL 83

A competent if slightly unexciting racer thanks to the nature of Indy car racing itself.

IN PROGRESS

SUPER NINTENDO ENTERTAINMENT SYSTEM

ULTIMATE PARODIUS

Cripes knows what they put in that there tea at Konami design headquarters in Japan, but one thing's for certain, it does the job when it comes to thinking up the most fantastical and frenetical creatures known to Super NES gaming. The original Parodius raked in gamers like nothing before, attracting them with an ironic approach to shoot 'em up design and storming gameplay. Now past its second birthday, Konami have seen fit to send the sequel winging its way to our shores sooner than later. Stacked high with surreal absurdity that would put even Salvador Dali to shame, Ultimate Parodius boasts nine mind-blowing levels of high octane blasting action. Clue yourself up on the 'ultimate' preview.

MAY THE PARODIUS BE WITH Y

(ABOVE) A huge mechanical road works machine is the end-of-level guardian on the fourth stage ' Road Signs'.

NINE MAD STAGE

WEIRD OUT!

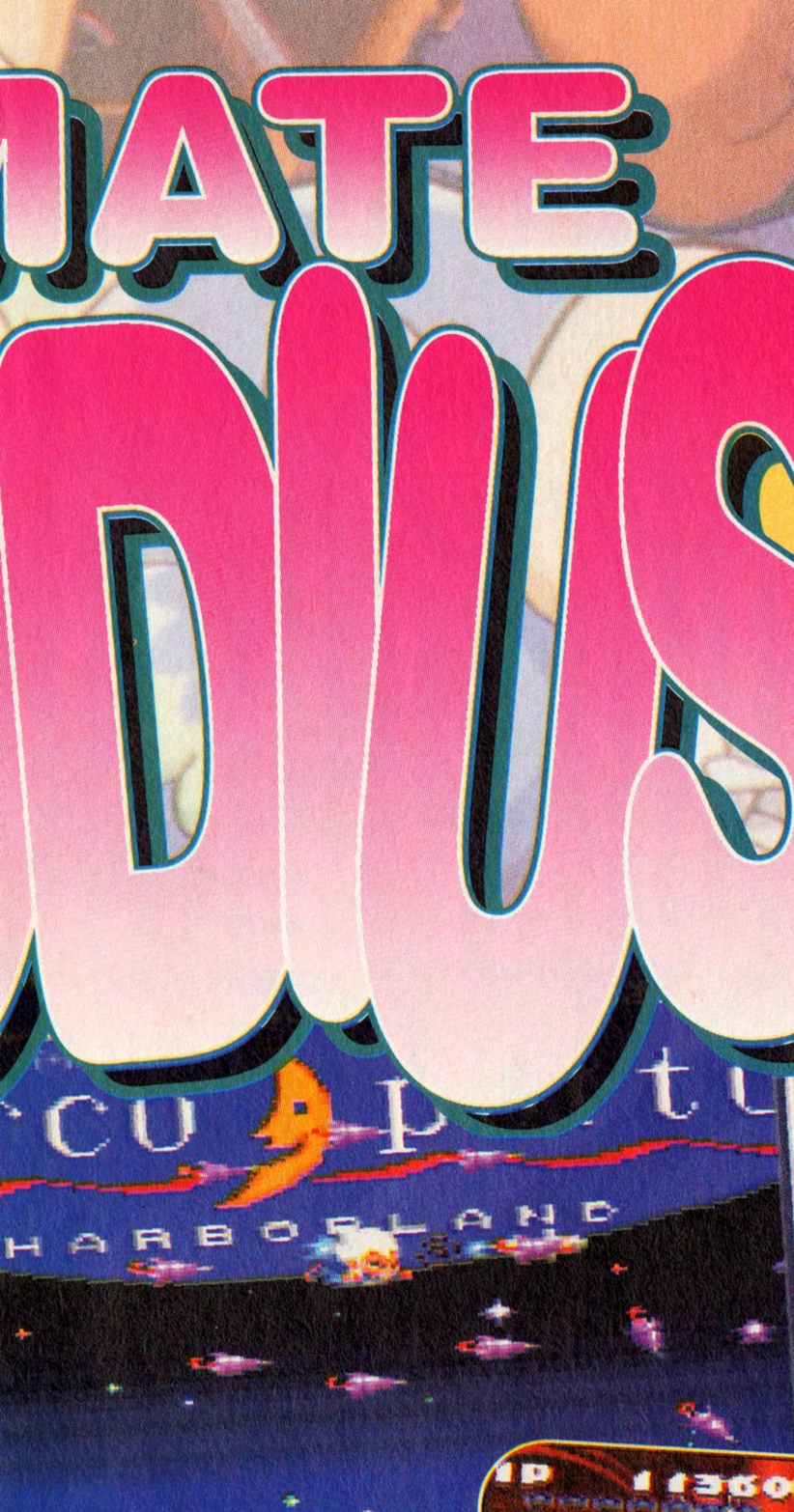
The paltry selection of four characters in the original Parodius has now been well and truly surpassed by an outstanding 11 in this latest version. From the original game, survive Vic Viper, Twinbee, Octopus, and Pentarou. But new to the Super NES are Hikaru the Bubble Girl, Mambo the Fish, Michael the Cherub Pig, Koitsu the Matchstick man and Babyface. What's more stars of other Konami games are set to make guest appearances with the likes of Kid Dracula and Goemon warrior getting in on the scene. When in two player mode the number of ships double presenting new attributes and variations on the partner ship. In the power-up stakes, each character has seven power-up possibilities ranging from the traditional speed up to the Oh My God! – a random, and all-beating spread attack.

TAKE TO THE SKIES

(ABOVE) Exclusive to the Super NES are three new characters to select or six in two player mode. Whilst the baby is a bit obscure most of you will recognise the Ninja warriors Kid Ying and Dr. Yang!

IN PROGRESS

MATE DUS



(ABOVE) Porky Pigs missiles should get you through the 'Disco' stage no probs.

EXCLUSIVE FIRST LOOK

OU!!
S OF PURE PARODY!!

(ABOVE) Giant Panda yesterday...

BIG, BAD AND MAD

It's undeniable that the bosses from the original version were groundbreaking in their design and blatant weirdness, so it comes as no surprise to see some of the strangest beasts grace the Ultimate version. With a combination of excellence in design and complete suspension of disbelief, the game designers at Konami headquarters have pulled out all of the stops to generate some weird happenings.

WITH 11 CRAZY CHARACTERS!!

IN PROGRESS

SUPER NINTENDO ENTERTAINMENT SYSTEM

BONUS BONANZA

A bonus for the more adept games players lies in the inclusion of two, yep that's right, two special stages. Complete the game from start to finish without using a single continue, and you are whisked to the first of the stages known as Random Stage. In a mutant splicing of statues from Easter Island and space station technology, our heroes must duck and dive attacks. Complete the task at hand and it's off to the Special Stage. In a journey through space and time, the final confrontation is with the Robo Penguin. Ultimately the toughest boss in the game, attacks range from flame thrower, through laser eyes, to mini penguin missiles.

ULTIMATE PARODIUS

(ABOVE) Hell's bells and Balloons from Keithley. In all likelihood.

(ABOVE) Ooh Monsieur, with thees schlong meessiles you're really spoiling us!

(ABOVE) No no! Not in my face! Aiieee!

KONAMI CARTOLOGY

A long time ago in an arcade far, far away, Konami shoot 'em ups were born. Starting off with the Gradius series, this soon developed into the Nemesis, and later Salamander styles. The shoot 'em up made the conversion to the Super NES in the arcade perfect, but slowdown suffering, Gradius III. Realising the full graphical potential of the machine, Konami set to work on the ever cutesy, ever colourful Pop 'N' Twinbee. One thing lead to another, shoot 'em ups suffering over exploitation, and the fusion of the surreal, fantastical, and comical gave life to the game we know as Parodius.

GREAT COVERAGE

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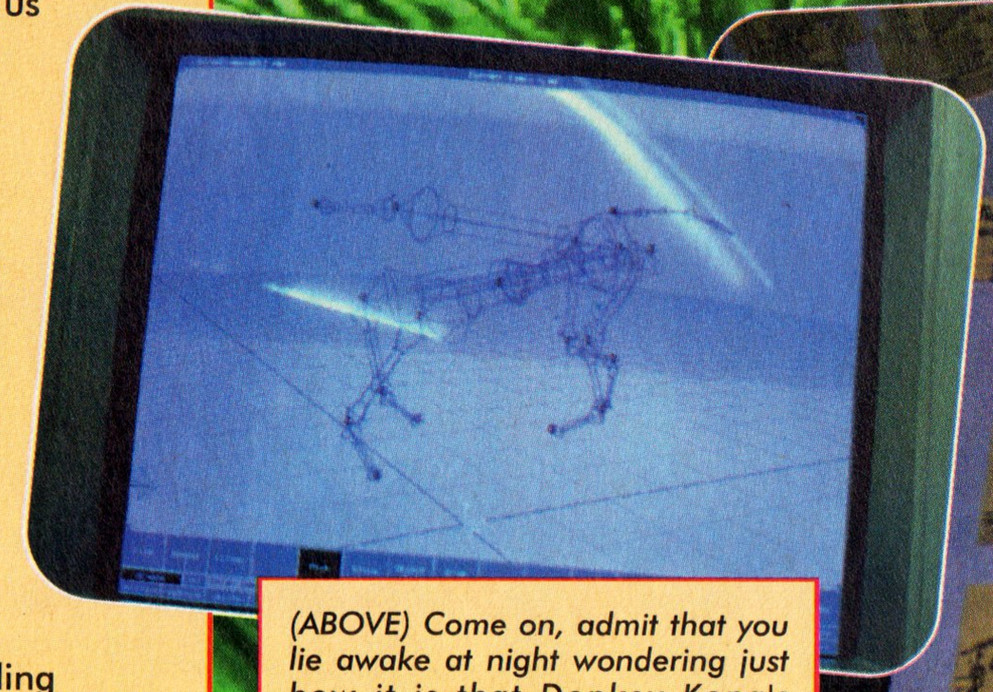
THE MAKING OF DONKEY KONG

Every once in a while a game comes along that looks, sounds or plays so radically different to its contemporaries that the rules have to be completely rewritten. Space Invaders defined the shoot 'em up genre that was later refined by games like Defender and Scramble; Donkey Kong invented the platform game and without Yie Ar Kung Fu there would have been no Street Fighter. Then there were graphic milestones made by games like Out Run with its detailed sprites, Space Harrier's incredible 3D and I Robot's filled and so-smooth polygons. Whilst closer to home titles like F-Zero and Pilotwings amazed with their pioneering use of Mode 7, and Starwing set our joypads alight and introduced us to FX technology. And now Donkey Kong Country has arrived and astounds with its rendered graphics produced using the very latest Silicon Graphics technology. Only one question remains - How do they do that? Ace cub reporter Andy McVittie donned his investigative socks, jumped aboard a Rare-bound train and went to find out for himself...

(ABOVE) This is the elusive and camera-shy Tim Stamper - chief geezer at Rare and Donkey Kong's dad. Notice that sparkle in his eye? That knowing smile. He knows all about DKC '95, you see. And you don't.

THE BIRTH OF DONKEY KONG

On arrival at Rare's impressive countryside HQ we were all ushered into the lavishly-appointed boardroom where, beneath Rare's collection of magazine covers, game boxes and glittering accolades we were introduced to the guiding light behind the Donkey Kong Country project, Tim Stamper, alongside Rare's other directors, Chris Stamper and Joel Hochberg. Tim told us of the technology used to create DKC and how the game came about. Regular readers of NMS will already know that a special technology was developed in-house at Rare that enabled the 16 million-colour images from the SGI workstations to be compressed down to 128 colours. But did you also know that this technology was not developed specifically with he Super NES in mind and that Donkey Kong Country actually started life as a Boxing game? Well, that's almost the case - once Rare had decided that this new technology could actually be used for the Super NES they put together a rolling demo of SGI-generated characters boxing each other. This was shown to Nintendo who were so impressed by what they saw that they asked Rare to make similar renders for their Donkey Kong character. The concept for Donkey Kong Country was born...

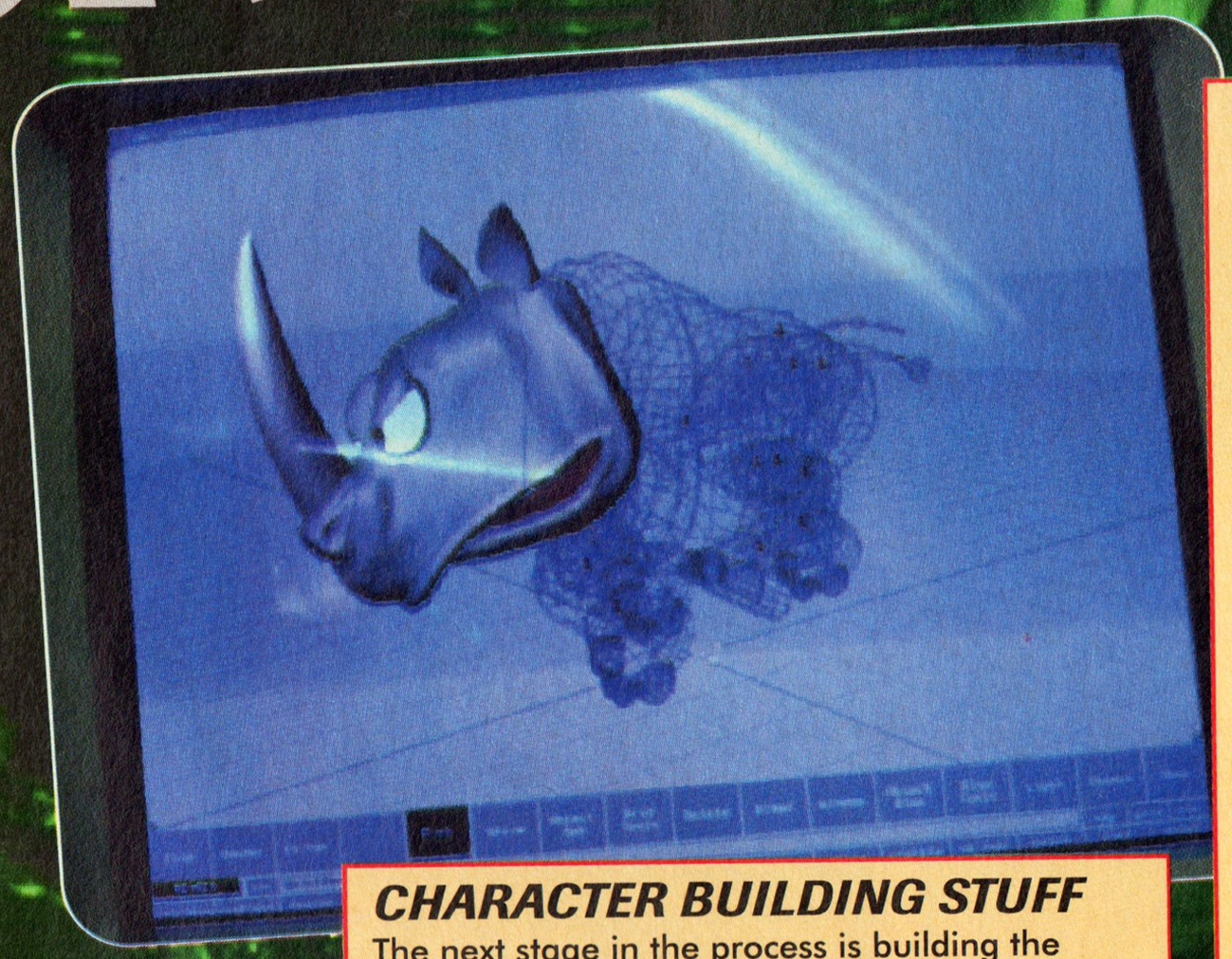


(ABOVE) Come on, admit that you lie awake at night wondering just how it is that Donkey Kong's graphics are so good, so life-like. Well this is how, they create odd-looking skellingtons like this...

LOW-TECH LAYOUT

Once the go-ahead was given, Rare had pretty much free-rein over how the game would take shape, although Rare were in constant dialogue with Nintendo's own top producer - Shigeru Miyamoto. A team was built (in fact there are some 48 names on the DKC credits) and work was started in earnest. The actual planning of the game was a remarkably low-tech affair. The levels weren't planned using high-end tech stuff, the individual sections were in fact drawn onto those sticky yellow post-it notes and stuck onto a big sheet of paper! Apparently this unusual method is less time-consuming and makes corrections easier to implement, and is nothing to do with Rare being cheap, or nothing.

OF NG COUNTRY



CHARACTER BUILDING STUFF

The next stage in the process is building the characters. Donkey Kong himself was the creation of Shigeru Miyamoto, and he sent over sketches of how he thought the main sprite might look. Diddy Kong was not based on Donkey Kong Jnr but was conceived in-house alongside the baddies of the piece - the Kremlings.

Once the look of the characters has been decided upon the Silicon Graphics rendering process begins in full. A character starts life on an SGI workstation as a wire-frame skeleton with fully moveable joints. Several animations are created for the various character's movements within the game. Apparently the animators spent many hours at the local Twycross zoo studying the movements of actual apes and generally gaining inspiration. If the animations made are satisfactory the model is given a wire frame skin and the animations are re-tested before the process of rendering begins, one body part at a time, one character at a time. A painstaking process for sure but one, I'm sure you'll agree is well worth the effort.

BACKGROUNDS OF THE FUTURE

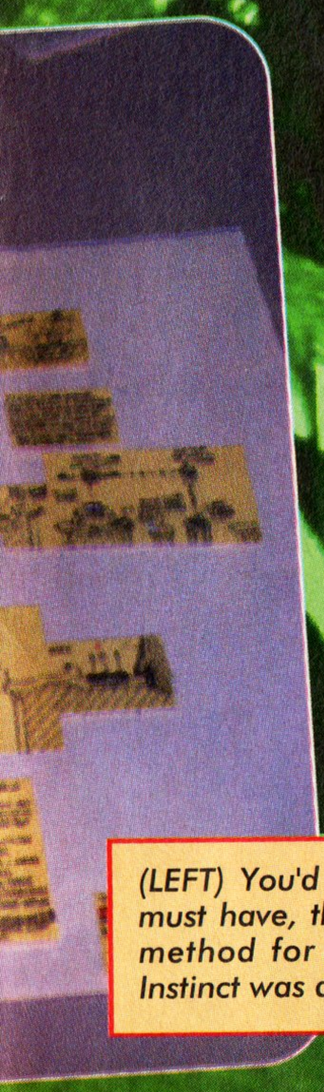
So you've got a collection of decent looking characters walking, running and generally monkeying around, what next? The backgrounds of course, and there's more to these than at first meets the eye. Take for instance those trees that line the route in the forest and snow levels. Rare had to extensively butcher their own coppice of fir trees for nice-looking branches to scan in so that the perfect tree could be created. Did you also know that real corrugated iron sheets were used to create the backgrounds in the mine levels. Of course you didn't, I've only just told you. The next stage is to anchor these elements to a solid base, and in Donkey Kong Country solid is the operative word. All the elements our heroes run and jump across are "real" three-dimensional models created, naturally, on the SGI equipment using a process not too dissimilar to the one used in character creation.

SOUND OFF

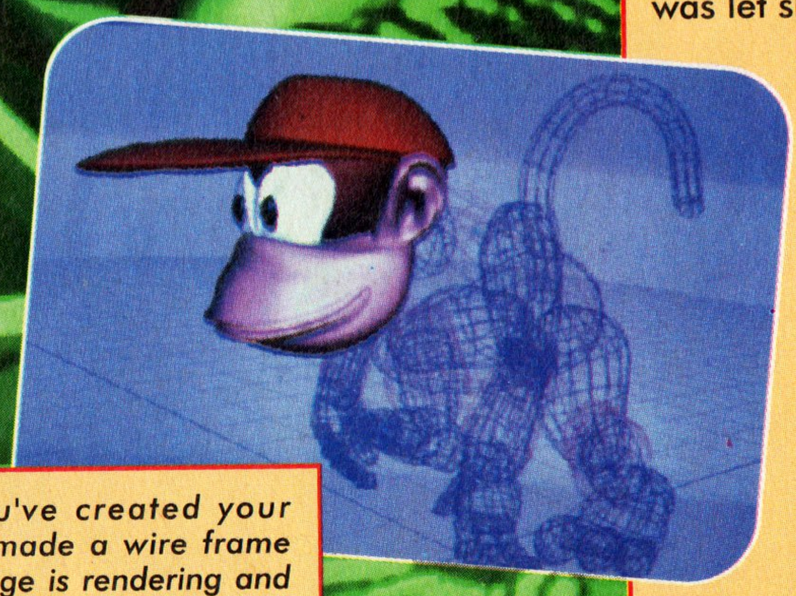
Whilst all the clever rendering and animation is going on there's an equally important process occurring elsewhere - the sound. This job falls to one David Wise, an employee of Rare for some ten years! Unlike the animators, David did not spend hours at the zoo poking his microphone through the bars in the ape house. Far too dangerous. Instead he enlisted the help of Mark Betteridge, one of Rare's top programmers and major geezer on the Killer Instinct project. Apparently Mark is a bit of an expert when it comes to impersonating apes and is responsible for all the creature noises in the game. Elsewhere David used a special compression technique, also developed in-house, so that more could be made of the 64K memory allocated for the music and effects at any one time.

NEXT YEAR'S THING

So there you have it, albeit in brief. What next, then, for Rare and Donkey Kong? Surely all this time and effort is not for the benefit of just one game? Indeed not for, whilst on the grand tour, it was let slip that work is nearing completion on the Game Boy version - Donkey Kong Land and is already underway on the sequel, due out around this time next year. Although they were very tight-lipped about whether this will appear on the Super NES or the Ultra 64. Can't bloody wait!!

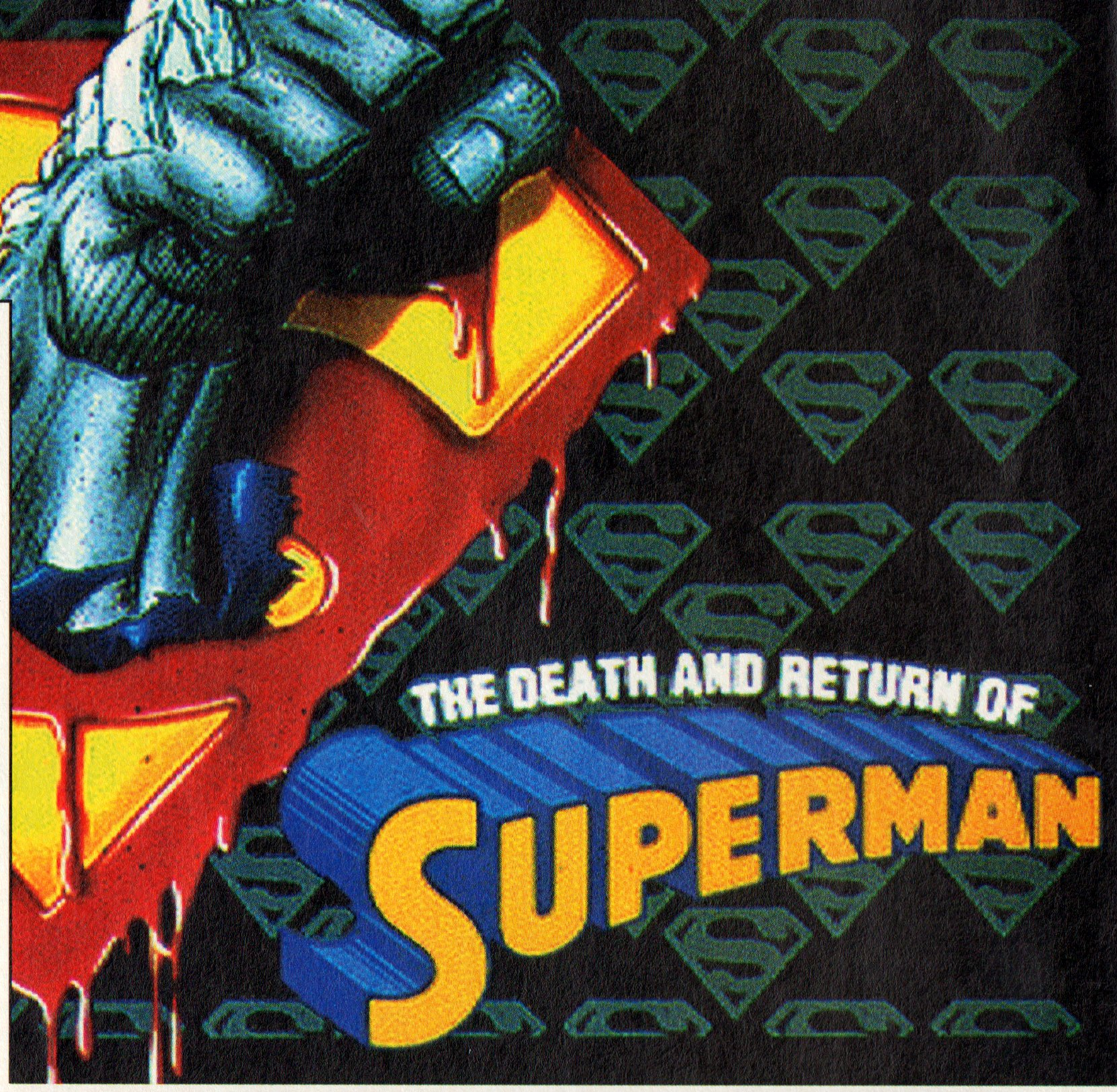


(LEFT) You'd have thought that with all the dosh Rare must have, they'd be able to provide a more high-tech method for their designers to lay out levels. Killer Instinct was done with pipe-cleaner men, you know...

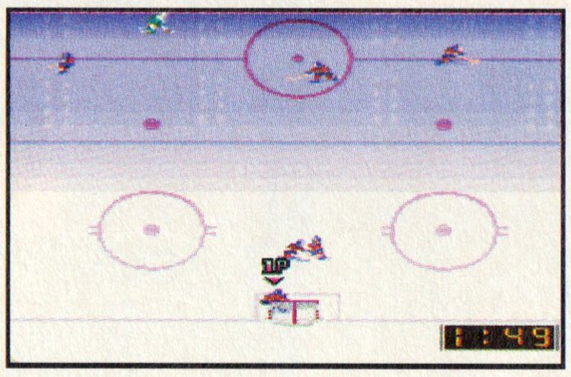


(ABOVE) So you've created your skellington and made a wire frame skin. The next stage is rendering and here's one we made earlier. Good eh!

As someone pretty famous once said "Nothing succeeds like excess". What a load of old chuff that is! In truth, nothing succeeds like killing yourself and then miraculously resurrecting yourself and being a bit harder than you ever were in the first place. Take Superman - clean-shaven one-time hero of the world whose career hit the skids when newer, more Street-wise Heroes found favour. How did he dig his career out of this trench? By getting himself killed in a blaze of publicity, and miraculously resurrecting himself. If further proof is required then you could always play Marubeni's - The Death And Return Of Superman. And what better way of owning a copy of said Super-Game and a Super NES upon which to play it than by entering Marubeni's competition. For that is just what the winner receives. Also ten runners up get exclusive Supes T-Shirts and, blimey, exclusive Super Man Bubble bath. And all you have to do is tell us *what substance is totally deadly to Super Man?* Send your answers on a postcard/envelope to SUPERDUPERSUPERMANCOMPO at the usual address.

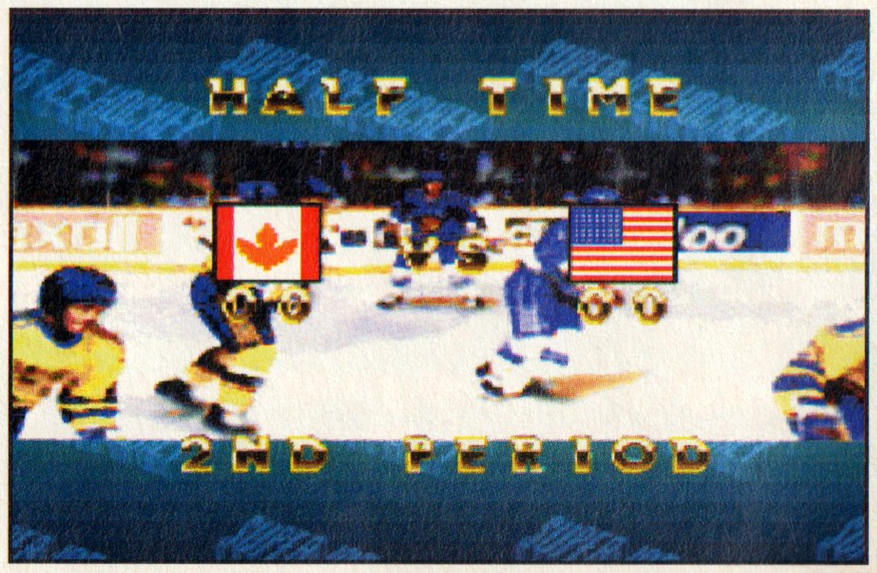


SATISFY YOURSELF WITH TWO SUPER SIZZLING COMPOS FROM MARUBENI!



GET IN-LINE AND WIN

Brrrr! Getting chilly isn't it? Night's drawing in, Good King Wenceslas is looking out and all the old men are gathering winter fyoo-oo-el. Great weather for Ice Hockey innit? Bit too cold for me though. Think I'll try and win this other competition from Marubeni that, coincidentally, also has the word "Super" in it. It's the four-player ice-fest that is Super Ice Hockey, no less, and Marubeni are offering five NMS readers the chance to own a copy of this fine game. Also, one supreme meister of all things chance-related will glide his or her way to success on a pair of slick Bauer in-line skates as well as receiving a copy of the game. Kerronga! There's always a catch, though - you must first tell us *who is the Ice Hockey guest star of Wayne's World ?* Answers on the usual to IT'S CHILLY, IT'S SILLY, IT'S SHRIVELLED UP ME WILLY at the usual address wot compo entries are sent to. Get yer skates on.



Nintendo®

MAGAZINE SYSTEM

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Nintendo MAGAZINE SYSTEM

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC
- BY: CAPCOM
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: PLATFORM
- CART SIZE:16 MEG

GAME FEATURES
- NO. OF PLAYERS: 2
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Lots
- OPTIONS: Various

GAME INFO
- GAME ORIGIN: Walt Disney's veteran rodent and his missus are dragged out for another platform-leaping session.
- GAME DIFFICULTY: Average
- SCORE TO BEAT: Fourth boss
- ALTERNATIVES: Mickey Mania or Magical Quest

GAME CONTROL
- CONTROLLER: Joypad
- RESPONSIVENESS: Sluggish

X — Nothing

A — Change costume

B — Jump

Y — Attack

L/R — L: Select weapon
R: Select weapon

S — Start: Pause
Select: Nothing

GAME CREDITS
- DEVELOPED BY: Capcom
- DISTRIBUTED BY: Capcom
- MADE IN: JAPAN
- ARTWORK: ©The Walt Disney Co.

THE GREAT CIRCUS MYSTERY

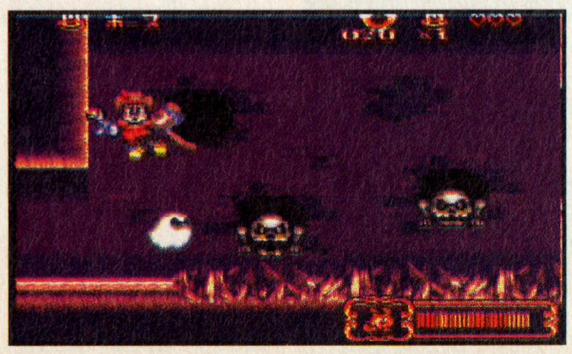
If I were Michael Mouse I would be well ticked off. I mean, let's face it, the guy has just applied for his free bus pass following his 65th birthday, and the gits at Sony send him Moose hunting, ghost busting and cart-riding - when, in reality, he should have a blanket over his knees whilst talking to the telly... Still, Capcom have managed to coax the ageing rodent out of retirement once more for this sequel to Mickey's Magical Quest, as the smell of the crowd and the roar of the greasepaint beckon.

WHY THAT NO GOOD, DIRTY...

Yep, bad Pete is up to his no-good ways again, and this time has whisked Mickey's Disney mates away in your usual 'kid-nap/rescue' scenario. Fans of the original Magical Quest will be pretty familiar with the many costume changes Mickey makes as he jumps and bum-bounces his way past a myriad of energy-sapping foes, and the game's many bosses have also been given the circus treatment, with fire-eaters giving way to performing lions having bad hair days and athletic turtles.

TAKE MY WIFE, PLEASE!

All similarities to its predecessor aside, there is one blinding difference that we shouldn't neglect to mention - this is a two-player game. Yep, players may select either Mickey or Minnie and, if the fancy so takes them, play simultaneously too. In practice there is no difference between the two mice - Minnie is easily distinguished, though, as all her stuff is covered in horrible girly bows. Also, when playing in two-player mode, there is not a hint of slowdown. Unfortunately this is because the game is pretty slow in the first place. Bah!



KEY MOUSE 2

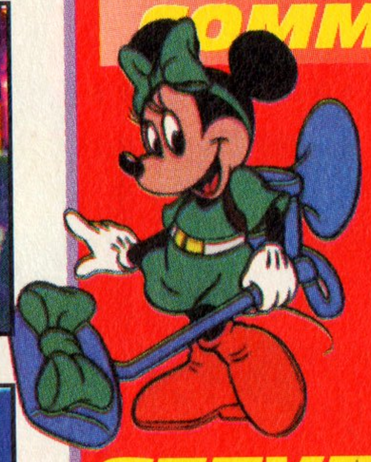
(RIGHT) Precisely 1 hr 23mins later, Minnie was whisked off to hosptial to have the rock surgically removed.

(ABOVE) "Phew, what a relief. I've been dying to go for ages!" "Yeah, me too. Pass the newspaper."

(ABOVE) Eek! Mickey! That Pinnochio kid's back again, and this time he's HUGE!

LOOKS FAMILIAR

If something ain't broke, don't fix it applies to Capcom's new mousefest. As Mickey ambles through the game's eight-way-scrolling stages, a new variety of guises are on offer to make his task easier. Whenever a Disney pal is rescued, they give Mickey a costume and device which they reckon might help him on his way and, as with the first Quest, Mickey modestly slips into this behind a handy curtain — dressing accordingly for ghost-busting or rock-climbing. After all, Walt would go mental if Mick holed those famous red trousers. If he was alive, that is.



STEVE

COMMENT

Oh dear, after Mickey Mania this is a bit of a let-down. Magical Quest was a rather neat platformer when it was released two years ago. However, since then things have progressed with the rather spiffy Sony game, making this almost identical sequel to Quest look rather dated. There are some nice ideas in there, with the turtle boss deserving special praise, and the graphics are very nice indeed. However, the action plods along at times and never really gets going, despite some varied levels and smart costume changes. It also has some very basic faults, which include a terrible trapeze section which uses burst scrolling, making it very hard indeed to see what's coming. A dated release, and a lull in the Capcom success story.

ANDY

COMMENT

What's going on at Capcom HQ at the moment? This game should have been a great successor to the already pretty smart Magical Quest. Instead we are presented with a brilliant-looking but ultimately facile effort that'll only provide challenge for the youngest of players. Admittedly there are some nice graphic touches in here and the two-player mode doubles what fun there is. But, just as soon as the game looks like it's going to start getting good, the whole thing's over. Think I'll stick with Mickey mania instead.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY		■		
ACTION		■		
CHALLENGE		■		
REFLEXES		■		
ORIGINALITY	■			

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	
DAY			■	
WEEK		■		
MONTH	■			
YEAR		■		

GRAPHICS — 92

▲ Stunning pastel backdrops, and a good variety of sprites and villains.

▼ I cannot believe Capcom used burst scrolling...

SOUND — 82

▲ Dinky-diddly-dinky tunes, and assorted farty effects.

▼ Hardly original, though.

PLAYABILITY — 77

▲ Well, it's familiar stuff and varied...

▼ ... but a little too slow at times.

LASTABILITY — 73

▲ There's plenty of levels and mates to rescue.

▼ But it lacks that certain 'something' to keep you at it.

OVERALL — 74

After Mickey mania, this looks as tired as a jumping 65 year-old would. Stick to the Sony game.

IN PROGRESS

SUPER NINTENDO ENTERTAINMENT SYSTEM

GOEM

THE MYSTICAL

Goeman 3! We haven't even seen Goeman 2 over here yet, and already the Japanese are gearing up for a second sequel to Konami's magnificent Legend of the Mystical Ninja. Though still in very early stages of development, NMS have already enjoyed playing the game and it's so deliriously exciting we don't mind divulging a few of its secrets.

As many of you already ought to know the original Legend of the Mystical Ninja (called Goeman Warrior in Japan) presents players with a complex mixture of action and exploration. With an emphasis on Japanese folklore imagery, it is unique among Western games. Sadly the US market didn't welcome the game quite so warmly as the UK - they didn't appreciate the adventure element or the Japanese element. For this reason the sequel has never appeared in the States or, consequently, the UK.

In Goeman Part Three the Japanese feel remains but the action faction now far outweighs the exploration representation. It's bright, fast and loud so there's no reason for anyone to turn their backs on Japan's infamous rogue a second time. Well, see for yourself...

MORE MADCAP MYSTICAL MIRTH

(ABOVE) One guaranteed way to spoil the teddy bears' picnic...

(ABOVE) Tell you what - this Ready Brek 2000 is good stuff!

MORPHING TIME

Known as Kid Ying in the Western world, Goeman now has the ability to transform into a red faced, ferocious incarnation of himself, making him more effective in battle. Another startling addition to his repertoire is to disappear then reappear as Doctor Yang, his moustachioed partner, whose special trick is to shrink himself to a tiny fraction of his full size in order to pass through the narrowest of spaces.

EXCLUSIVE FIRST LOOK

SUPER NINTENDO ENTERTAINMENT SYSTEM

IN PROGRESS

GOEMAN 3

NINJA IS BACK!

(ABOVE) Kid Ying ably demonstrates that it is possible to take muscular development a bit too far...

COME TO ME

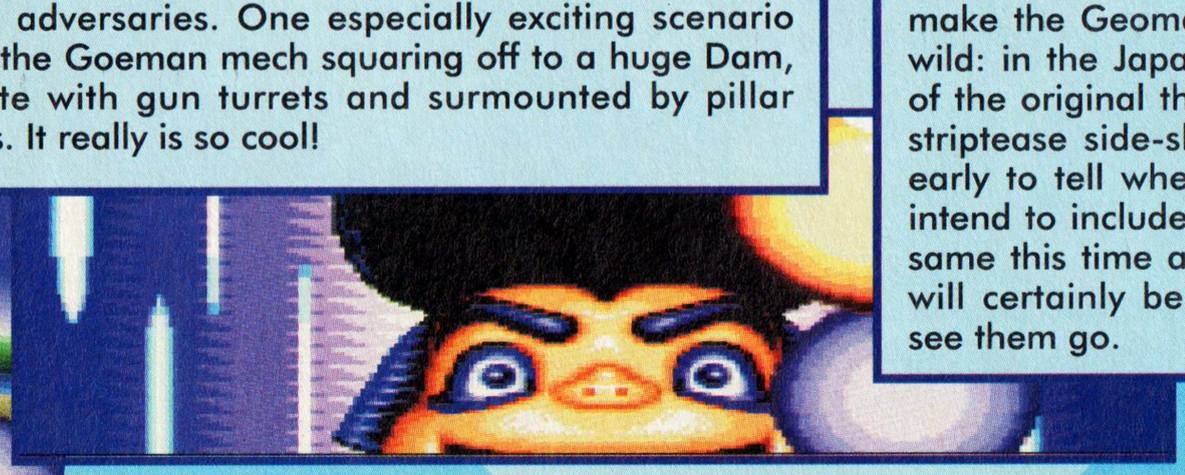
The use of 3D really comes to the fore in Goeman 3, especially so since a new chase sequence is included in which Goeman and Co. rush toward the screen as they flee some huge monster or another. A cursor is placed at the bottom of the screen and is used to gain control over whichever character is in the greatest danger. Usually this just involves having them jump out of the way of a missile or spiky tumbler, where it becomes a test of nerve and reflex to keep everyone safe from harm. It's also possible to move the group as a whole, injecting them with an extra burst of speed, to escape being crushed by enemies intent on crushing peoples' heads!

TROL MASSIVE MONSTER-MECHS!!

GOEMAN'S WILDEST ADVENTURE YET!!

DAMN BUSTERS

Jaws dropped, eyes popped and trousers needed changing when NMS first laid eyes on the awesome 3D mech-fighter battle sections in Goeman 2. There here again in Goeman 3, only this time the crew deal with giant buildings as well as the not-so standard robot adversaries. One especially exciting scenario finds the Goeman mech squaring off to a huge Dam, replete with gun turrets and surmounted by pillar boxes. It really is so cool!



FAIR PLAY?

Outlandish bonus games are another element helping to make the Geoman games so wild: in the Japanese version of the original there's even a striptease side-show! It's too early to tell whether Konami intend to include more of the same this time around, but it will certainly be a shame to see them go.

IN PROGRESS

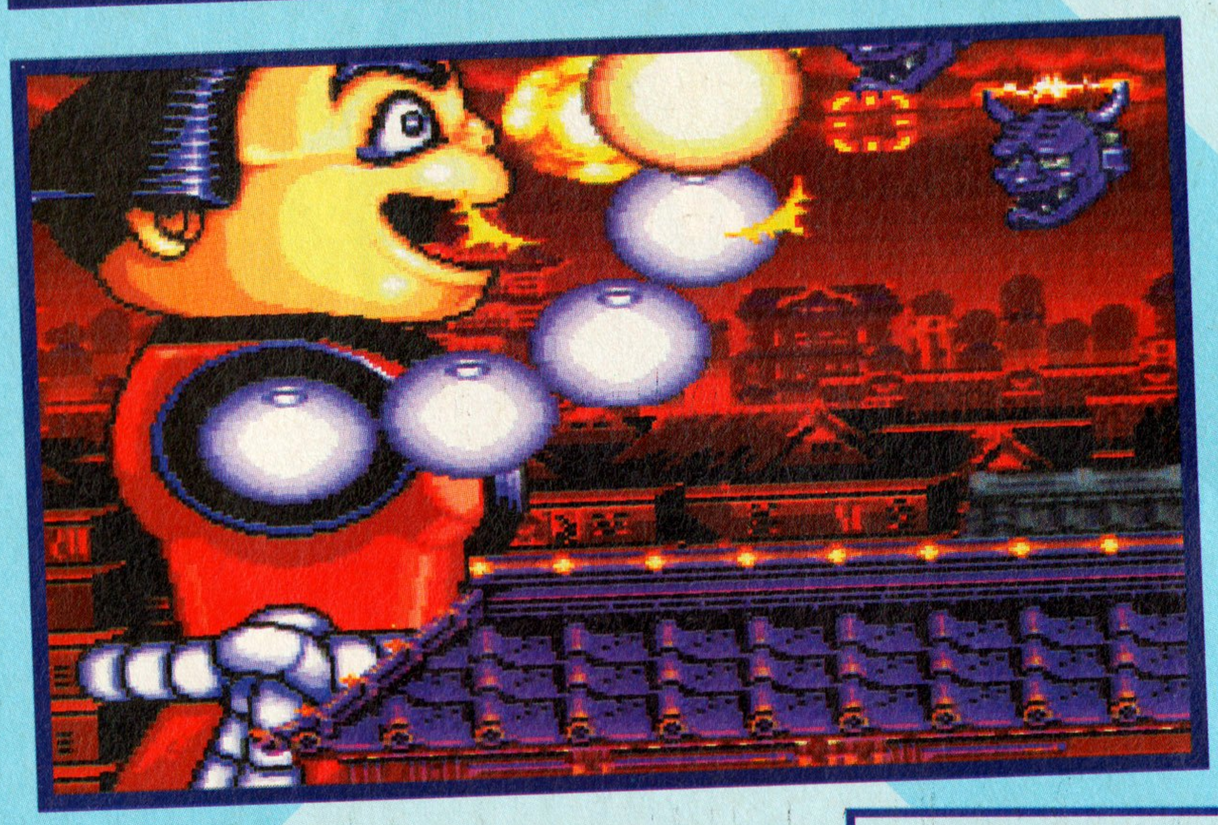
SUPER NINTENDO ENTERTAINMENT SYSTEM

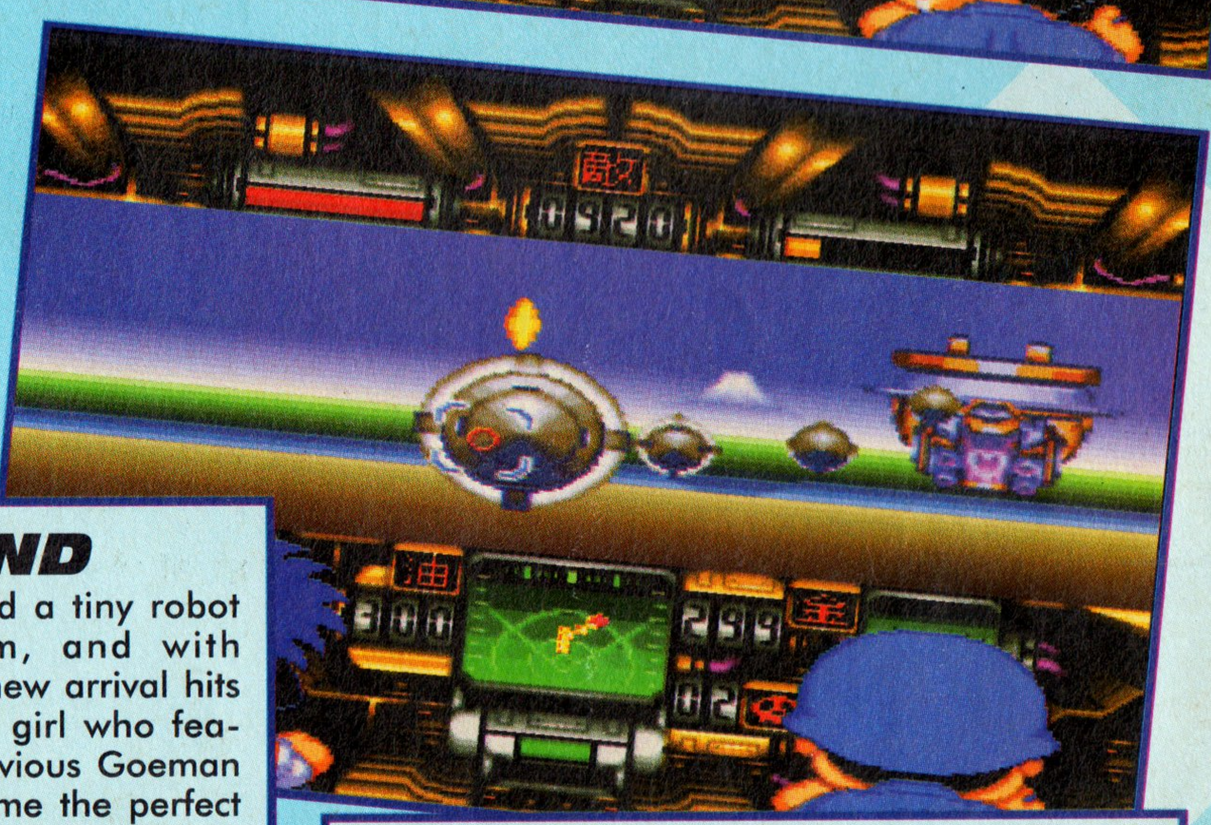
I AM CRUSHING YOUR HEAD!

Other sections to undergo the outrageous treatment is the 2D mech, hyper-destructo scene in which the Goeman Mech tramples enemy encampments underfoot and battles aircraft with its fists and laser beams from its eyes. Now the action is viewed much closer, allowing for more detail and greater impact whenever explosions occur. Tell grandma to hold onto her falsies!

GOEMAN 3

THE MYSTICAL NINJA IS BACK!





(ABOVE) There she is on the right, the new girl. Green's not her natural hair colour you know - she's really a natural beige.

GIRLFRIEND

Goeman 2 welcomed a tiny robot ninja to the team, and with Goeman 3 another new arrival hits the tatame. A Ninja girl who features in both the previous Goeman titles is sure to become the perfect compliment to her diminutive droid counterpart. At present though she has yet to see the light of a cathode ray tube 'cause she isn't programmed in! She's seen in a couple of 3D sections though.

WHAT NEXT?

Konami can't possibly deny us Brits the chance to own this excellent new adventure, so hopefully NMS can present the official review in the very near future.

STRIKE

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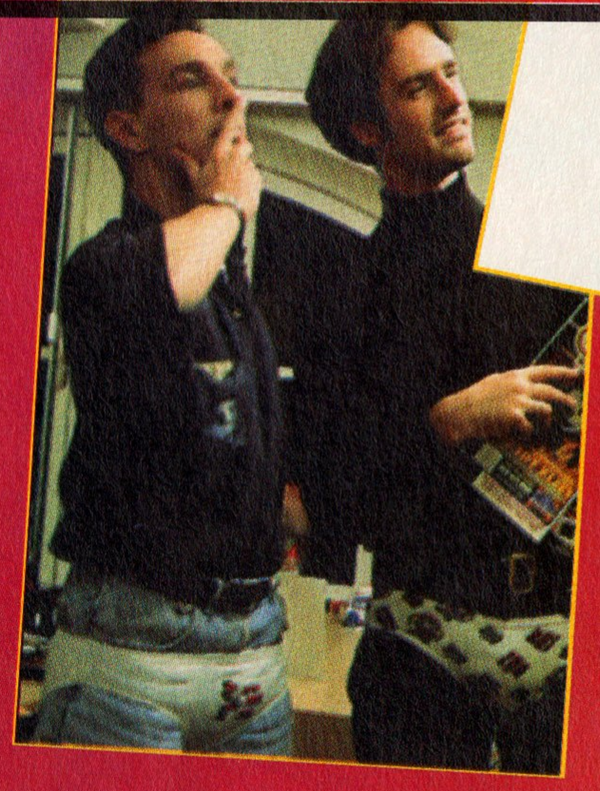
SEAL'S MAILBAG® Mailbag®

(LEFT) There's a sinister tone to this seemingly innocent effort from Mathew Martin. I mean look at that glint in Mario's eyes. Call the RSPCA someone...

Two new things this month. Firstly I am sick and tired of appearing in the same old gold circle and those tightwads at NMS won't pay to have me redrawn, so I am asking for you lot to provide new pictures of me. Draw me however you like and, if I like it I'll use it to head up this section and send the artist involved one of our fab bundles of T-shirts, Japanese stuff, heck, I might even throw in a game or two - who knows. So get scribbling and make sure your efforts are bold and colourful. Secondly and from this issue hence I'm going to be giving away a T-shirt to the writer of the letter that I deem to be the best. Not a huge prize I know, but a prize nonetheless and, seeing as all the T-shirts I get are of the Limited Edition top journalists-only variety, definitely a prize worth having, so shaddap! Now I wonder how I could concoct it so that I can get someone to answer this this month's tragic letters...



(LEFT) Proof that wearing Mario Pants in public boosts your career. Steve and Andy have just noticed that Mario is wearing NMS pants!

MAYONNAISE

Dear Seal

There's one thing that is worrying me about Ultra 64 - All graphics and no fun. If I'm going to spend $250 (I'm an American) on a machine that only has graphics and no fun I'm going to kill someone. Of course Sega's coming out with a cart/CD ROM Saturn. Will Nintendo release a CD drive for the Ultra 64? Not that I care. But can a cart make CD-smooth animation? I hope so because if not I'm going to be real disappointed.

The Artist, an American apparently.

SEAL:Hey gee mom, this Ultree 64 is all graphics and no fun, I don't want it. I wanna kewpie doll, and some gum, and some apple pie, and if I don't get it soon I'm gonna kill grandma. Just to placate your ravings, it has recently been confirmed that the Ultra 64 is going to have a CD unit as an add-on. There. Happy now? Now go away vile american brat.

CHEESE AND ONION

Dear Seal

Lately I was thinking of taking over NMS. So I decided to wear the same underwear for a month, then walk into the NMS office, hold up the underwear and say "Anyone that denies me owning NMS will have to sniff this underwear." I don't know what I'll do when my brill plan works, but I'll do something diabolical. What do you think, eh? Like, it's not one of those everyday things.

PS does your underwear smell as well?

James Kenny, Dublin

SEAL:You couldn't be more wrong, James. Andy frequently comes into the office in his underwear, as was demonstrated as far back as issue four. As for Paul Davies, well his dressing up activities are perhaps best left untold...

PATE

Dear Seal

Please, please, please tell me why you got rid of the stories of NMS. This was one hell of an excellent cartoon that, after reading it, there was a small puddle of liquid on my bedroom floor. as you can see I really liked it. So why don't you go and tell the boys to go and write some more of this excellent masterpiece and make lots of NMS readers happy. I have also found that all the Super NES games in creation are sold to shops for £25, meaning that these shops are making a clear £25 profit. So why are people moaning to Nintendo when they should be moaning to the shops they bought the games from? As everyone who writes in says you've got a great magazine, I don't see why I should spoil the tradition. Congrats on a great mag and keep up the good work.

Tara.

Stuart Crocker, Pontypridd

SEAL:You're in a minority of two - only you and Steven McAurthur have ever voiced an opinion about this short-lived episode in the history of NMS. Actually that's not strictly true - you two thought it was good and we all thought it was a crap excuse to fill pages, hence its subsequent non-appearance in any other issues. Sorry.

SLUGS

Dear Seal

Here are some top tips for added realism for Mario Kart. With each circuit having a different slipperiness rating according to where it's being raced, eg vanilla Lake is very slippery being raced on snow and ice, by having a friend stand in front of the TV with a sieve and some icing sugar the

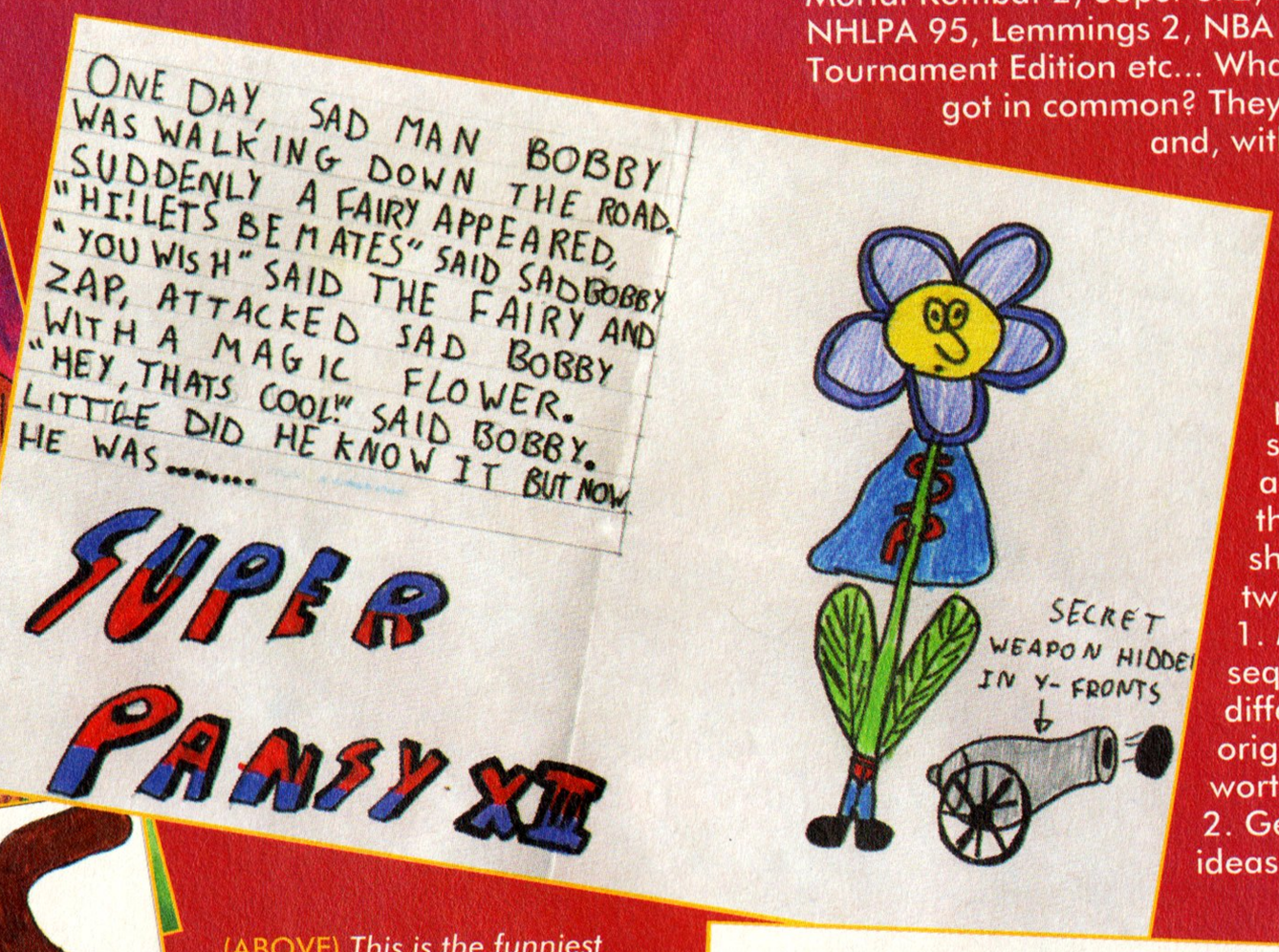
(ABOVE) *The mysterious Michael sent this in. It's smart and we'll print more of his stuff next month.*

(RIGHT) *Gareth Hughes sent this one in. What is it with all these animal pics this month?*

game will seem even more realistic as he produces fake snow right in front of the screen. Repeat this technique for Koopa beach but use water from a watering can instead. You could even get friends to stand either side of you and soak you every time you run off the sand. Choco Island could prove even more fun with a trip down the seaside seaside being in order before forcing your friends to litter the front of the TV with sand. Mario circuit would be difficult to improve upon, although a pal with a can of oil ready to squirt you if you run into one of those nasty oil slicks. A large fan facing you you could provide even more realism, although driving goggles would become obligatory, as would the need for lots of old newspapers lining the floor to catch all the debris. If Nintendo are planning a Mario Kart 2, they could produce some sort of machine to do all these things without the need for friends. How about it?

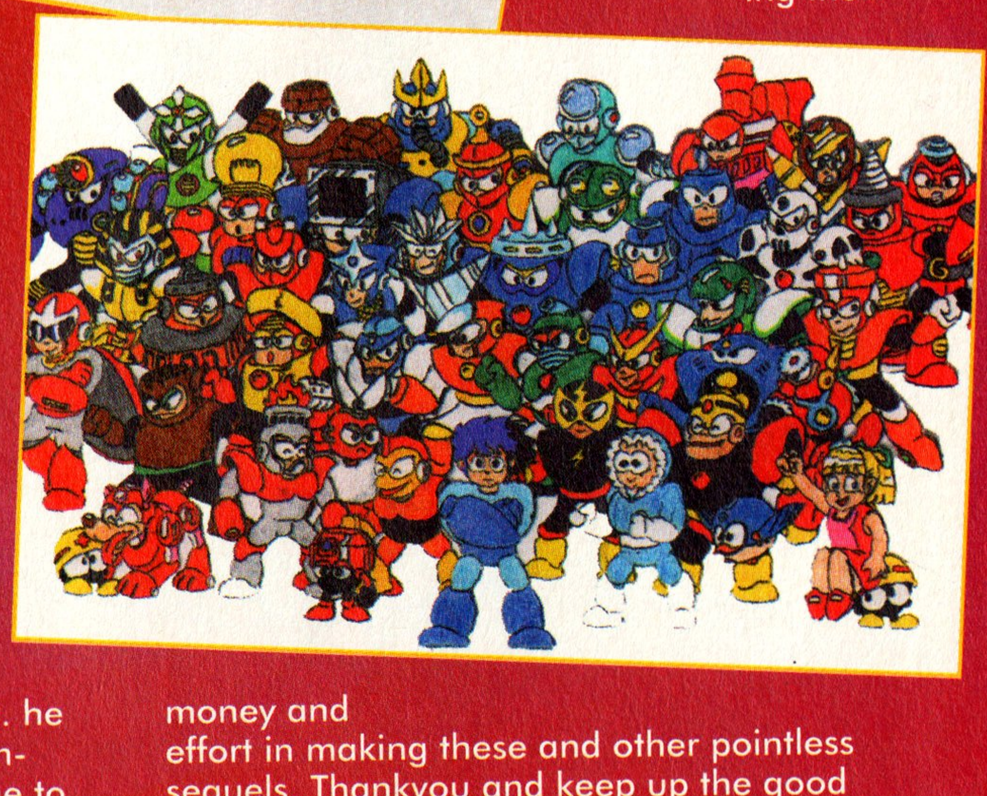
Paddington (Bear)

SEAL:What is it with you lot this month? What has happened to the lively discourses that used to rage in these pages? Is it something they're putting in school meals or just a collective loss of IQ from too much NMS. Hey there's a topic for conversation - does reading NMS lower your IQ or what?


ONE DAY, SAD MAN BOBBY WAS WALKING DOWN THE ROAD. SUDDENLY A FAIRY APPEARED, "HI! LETS BE MATES" SAID SAD BOBBY "YOU WISH" SAID THE FAIRY AND ZAP, ATTACKED SAD BOBBY WITH A MAGIC FLOWER. "HEY, THATS COOL!" SAID BOBBY. LITTLE DID HE KNOW IT BUT NOW HE WAS.....
SUPER PANSY XIII
SECRET WEAPON HIDDEN IN Y-FRONTS

(ABOVE) *This is the funniest pic I've seen in yonks. Ben Holdway wins some stuff for his efforts.*

(RIGHT) *Michal Lysek sent this all the way from sunny Sweden, and it is indeed most topper.*



SELLOTAPE

Dear Seal

As I was playing my Super NES the other day the said machine suddenly burst into flames. When I looked closer I saw Kirby's face. he made the following commandments and told me to tell the world.

THE KIRBY KOMMANDMENTS

1. Steal the game
2. Kill anyone who has the game so you can nab it
3. Do not use Kirby's name in vain
4. Worship no game but Kirby
5. Saturday is the Sabbath where you must party
6. Hoovers are to be kept sacred
7. Blowing up balloons is forbidden
8. Exchanging kirby for any other game is forbidden
9. Kirby must be brought out on all formats
10. Everyone must own a copy of Kirby

Graham Macdonald Macdonald, Evanton

SEAL:Here are the five NMS commandments:

1. Thou shalt Keep attending the group therapy classes
2. Cease not taking thine medication
3. Thou shalt not covert they neighbour's stoat
4. Worship only NMS, forsake all others
5. Darken not our mailbag again with your insane ramblings

GRAVEL

Dear Seal

I have been buying your mag since issue two (issue one was sold out) and I would be grateful if you could print my letter in your great mag.

Mortal Kombat 2, Super SF2, Madden 95, NHLPA 95, Lemmings 2, NBA Jam Tournament Edition etc... What have they all got in common? They are all sequels and, with the exception of MK2, they aren't worth buying if you have the original. Surely the gamesplaying public feel the same way I do and think that these companies should do one of two things:

1. Make the sequels sufficiently different to the original so it is worth buying.
2. Get some new ideas and stop wasting their money and effort in making these and other pointless sequels. Thankyou and keep up the good work.

Andrew Spiretos, Leeds

SEAL:Hang on, how did this one slip in here? Surely not an intelligent NMS reader with a valid point to make? Andrew, we feel the same way as you and are constantly disappointed by the lack of variation in so-called sequels and await the arrival of Madden 2000 with dread. At the same time, though, if the basic idea of a game is good, why not build upon it and offer fresh challenges for the player rather than condemning them to replay the same game repeatedly - Bomberman 2 builds quite nicely on the original Bomberman theme, Mystical Ninja 2 was better than the original and where would we have been without Street Fighter 2?

DOG LOG

Dear Seal

I am a loyal follower of NMS, I write to you in particular as I know that, like me , you are a Lion King devotee. I am curious regarding your review of the game in issue 27. You, or whoever was reviewing it, say that you have not yet completed the game. Now, I honestly don't want to brag, but I hired it out and completed it on Easy and medium several times in less than two days. I think that you marked it a little too low - I would have given it about 92%. If there's one quibble I do have about it, it's the rather disappointing ending - after you've flipped Scar off the edge of Pride Rock, all that Simba does is go to the edge and roar a bit, then it rains and that's it; the credits roll to a nice rendition of "Can you feel the love tonight" and that's yer lot! Other than this it's a great licence of an even greater movie, and one Mustafa himself would be proud of. I loved the Lion King movie so much I just can't heap enough praise on it. I even named my pet gerbils Puumba and Timon in honour of it. Kirby statues pah! Simba statues in every town!

Toby, Cornwall

SEAL:Now there's a funny thing. I actually named my two pet stoats "Sad" and "Man" in honour of your letter, Toby. And another thing - how dare you question the might of the NMS rating system! The game scored fairly and squarely all we considered it deserved. And perhaps the fact that you completed it so many times means we should have scored it even lower. Away back to your den, impudent cub!

(ABOVE) *Any more efforts like these ace models from Andy Beech would be most welcome. As would large cash sums. Or some sweets.*

SNAKE HIPS

Dear Seal

I realise that you won't print this letter as I have written to you about 100,000 times (or thereabouts) and not one time have you printed it. Well anyway I have some things I want to know and you're going to tell the answers. I want to know if Street Racer is worth getting as I, and every other Super NES owner, have Mario Kart already, and in your review it looks the same. So is it worth getting or not? And another thing, I have been playing MK2 since September and am very "ex-seal-ant" at it - even on very hard. I can beat the bums of Jade, Noob, Smoke. So, what I want to know is are there any more secret fighters or cheats? If not, I want a medal because I could beat anyone at any time. Yes even you!

Roger Frean, Dorking

SEAL:This is more of a Q&A question but, seeing as this is your 100,001st question I'll answer it. Street Racer is four-player compatible and doesn't slow down either. Mario Kart, on the other hand is only two-player. So, if you've got three other mates and a Multitap - which is highly unlikely - you could do far worse than give this a spin. As far as your "alleged" MK2 skillages are concerned, it is common knowledge that those who feel the need to write in and boast actually have very little to be proud about. Come to think of it, Dorking seems like a very suitable place for you to hail from, and it's where I'm going to send this month's T-Shirt.

CHICKEN LIPS

Dear Seal

I have a serious question and I have asked this question a thousand times to myself. Why isn't it possible for an option in Japanese games for a language translation to English? This option couldn't ask much memory of the cart. And it already exists in some games. For example the Carmen Sandiego series has five different languages. So why don't the Japanese companies build this option into their games? Maybe you could mention this to the big N, it would make playing games more fun, and Nintendo themselves could make more money.

G Braasem, Holland

SEAL:Hey kid, lighten up! There are more important things in life to worry about, you know. The answer to your question is a very boring one - how suitable. The world is broken up, for the purposes of big business into several territories. Europe's one, America's another and so is Japan. Japanese games are made for the Japanese market alone where, oddly enough, everyone speaks Japanese instead of English. The Japanese have little interest in selling their games over in Europe because the Japanese market is buoyant enough on its own thanks very much.

(BELOW) *This finely crafted pic from Doë has been literally three years in the making. What a pity Jaz can't be here to see it. He's have laughed uproariously. Possibly.*

JAZ AND GAZ WITH ERNEST IRATE
By Doë.
IN THE SHOP...
HEY JAZ! WAIT HERE WILL YOU WHILE I GET THIS MONTHS COPY OF "HAIRCUTS FOR THE MENTALLY INSANE!"
ER... YEAH GAZ.
WELL, I'VE GOT IT AND NOW I'LL PAY FOR IT.
HELLO, HELEN! IT'S BEEN A WHILE SINCE I LAST SEEN YOU IN TOWN! WHAT HAVE YOU BEEN DOING WITH YOURSELF?
WELL, YOU KNOW HOW IT IS, LIFE'S HARD WITH 15 KIDS TO SUPPORT...
ERM, EXCUSE ME PLEASE, I AM IN RATHER A HURRY...
DID YOU HEAR ABOUT OLD ROSIE?
OOH, NO! DO TELL!
OOO! IT'S TRENDY TO HAVE ONLY FINE HAIRS ON YOUR CHIN!
WELL, APPARENTLY SOMEONE AT WORK PUT SUPER-GLUE ON THE TOILET SEAT AND WHEN SHE WENT AND SAT DOWN TO HAVE A...
I SAID EXCUSE ME! ARE YOU DEAF WOMAN? I WANT TO BUY THIS PAPER!!
WAA!
SHOCK HORROR!
ARRGGH!
OH BIGGER IT! ROAR!
WUMP H!
OUTSIDE THE SHOP...
THERE WERE SOME FUNNY GOINGS ON IN THAT SHOP... WHOA! WHAT HAPPENED TO YOUR FACE?
WELL, I WAS JUST STANDING HERE WHEN THIS OLD MAN SHOUTS "GET OUT OF MY WAY, YOU GIT!" AND THEN...
SNARL!

(ABOVE) *Personally I prefer a nice bit of wood-chip on my walls, but Steven Pritchard's mural is pretty good too.*

(RIGHT) *From the pencils of Steven Coombs. Not bad for a direct tracing - a bit of original artwork is what I really want though...*

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Q&A: READER SYSTEM

GAME RELEASE

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NEW TECHNOLOGY

There's absolutely nothing I like doing at the end of a long and very stressful day than settling down in front of a nice, warm personal computer, ripping the ends of a few envelopes and answering reader questions in the Q&A section. Nothing indeed! I get the utmost satisfaction from solving those nagging queries. I do, really! Nope, nothing sates me like good ol' Q&A. Nothing at all - except, well, practically anything actually! Even listening to Paul rave about the forthcoming Kirby game (there really is one too!). However, such is an Editor's lot and answer your questions comes as part of the turf. So, if you're in a bit of a quandary scribble off to WASS A ULTRA 64 UNCA ANDY?, Q&A, NMS, 30-32 Farringdon Lane, London EC1R 3AU

ZELDA BABOON

Dear Andy
Please answer my questions
1. When is Theme Park coming out, and how much will it cost?
2. Will any accessories come out for the Ultra 64
3. Will there be a Zelda 2 and Shadowrun 2 coming out?
4. Why does Batman and Robin cost so much?
5. On Super NES Zelda how do you kill the wizard once you've got all three pendants?
Gavin Collins, Dorchester

ANDY: 1. Theme Park is supposedly coming out in April at a price of around £44.99, although all that could change, as it often does. 2. Apart from the pink knitted joypad cosy (£12.99 at selected butchers), no accessories have been announced. I would, however, expect a huge range of fighter sticks for Killer Instinct and possibly a steering wheel for Cruis'n USA. Nintendo have just confirmed a CD unit, which should be a bit good. 3. Both are being planned. Apparently the next Zelda and Mario games are being made for the Ultra 64. Chuffin' eck!!! 5. You really can't be any good at games at all, can you? This easy boss is defeated by powering up your sword and using it to rebound the orbs he fires at you. Tch!

JUNIOR ARCHITECT

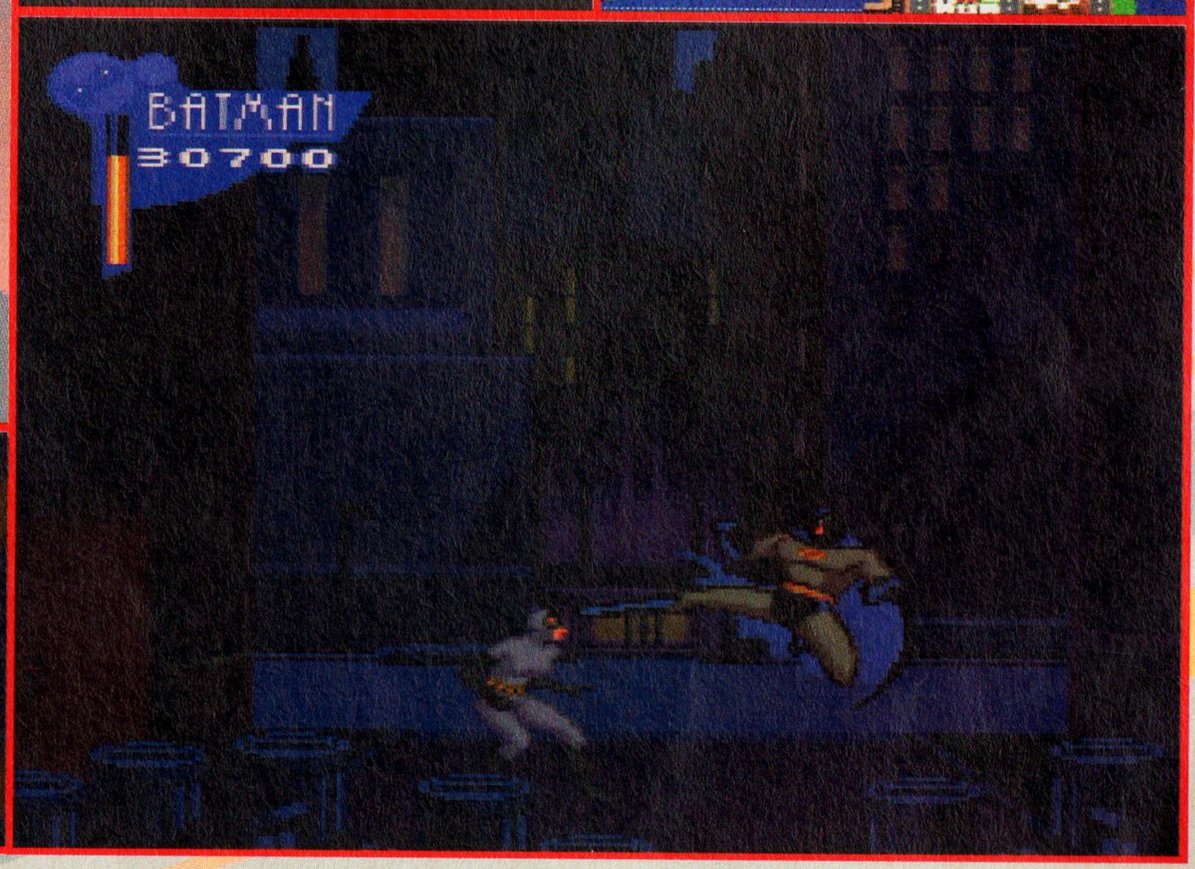
Dear Andy
Please answer these questions
1. Is FIFA 95 worth getting if I already have the first one?
2. What is your favourite Super NES game?
3. Is Sim City any good?
4. Is it worth getting a Super Game Boy?
5. Are there any good sports games coming out using the FX chip?
6. Is there a cheat for Stunt Race to become Star Fox? Are there any more cheats for NBA Jam?
Oliver Vincent, Broadstairs.

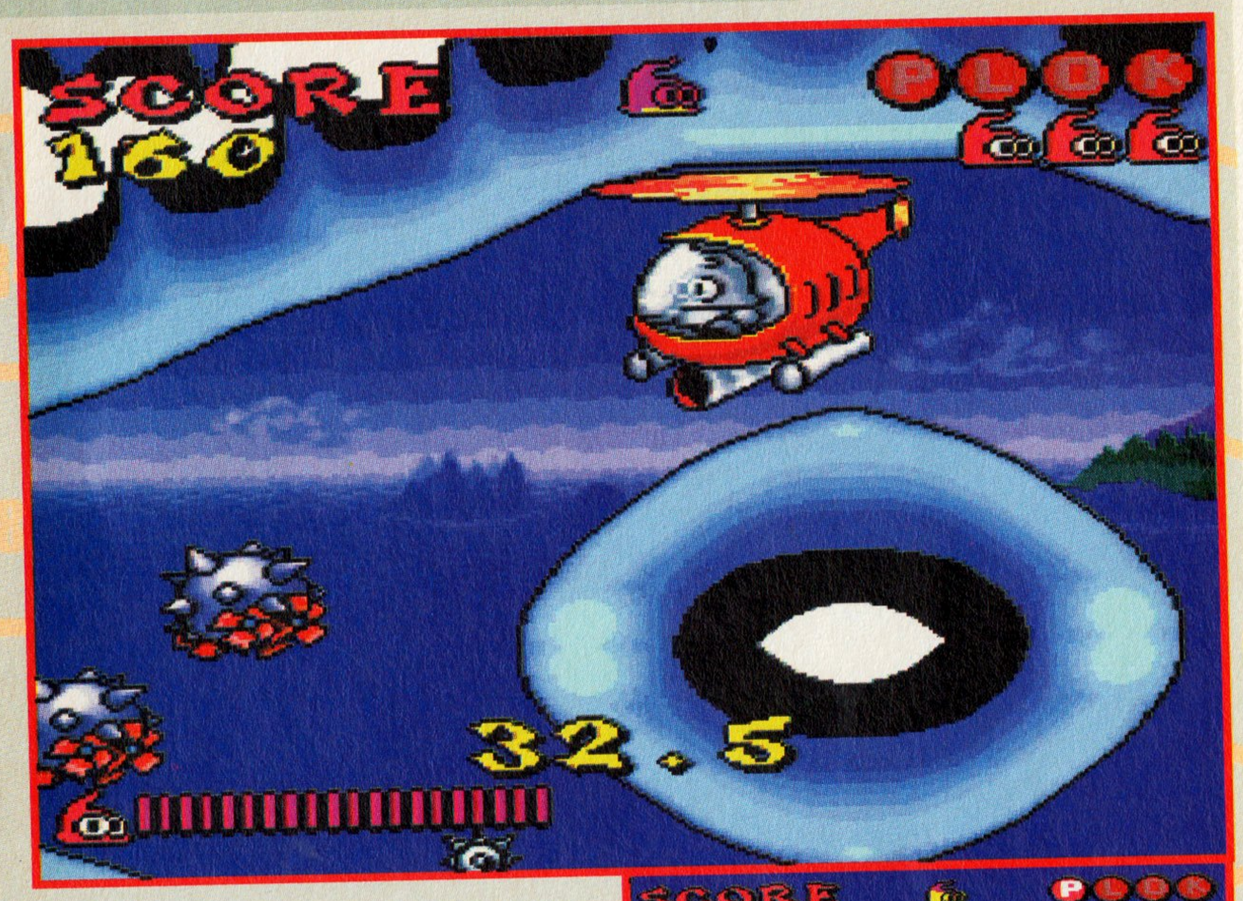
ANDY: 1. Can't answer this 'un as there are no plans to release FIFA 95 on the Super NES. 2. Currently Donkey Kong Country but I keep playing Plok - is this normal? 3. It's fab if town planning lights your candle. 4. I'd say so. 5. There's a motocross game and FX Fighters, they're kind of sporty in a non-sporty manner. 6. No but there is a cheat to get an R-Wing to fly over and drop a power-up. Simply crash into the Starwing barriers in Night Cruise. No more cheats for NBA Jam, though.

MK12 - NO NEWS YET

Dear Andy
Please answer my questions.
1. Between MK2 and Tournament Fighters which should I get, as I already have MK1?
2. Are there any more Mario games in the pipeline for the Super NES or are they being planned for the Ultra 64?
3. Which is best out of Street Racer or Mario kart?
4. I've heard that MK3 will only be made on the Super NES or Ultra 64. Is this true?
5. Is Akuma in the Super NES version of Super SF2?
6. When will Batman and Robin be out?
7. Will English games ever be released at the same time as in America or Japan?
8. Is Fatal Fury 2 being released as I've never seen it in any shops?
9. Is there a cheat to be any of the bosses in MK2?
Chris "Nipper" Fielding

ANDY: 1. Both are excellent but I'd go for MK2. 2. The next Mario is supposedly being prepared for the Ultra 64 and rumour has it that a 40+ meg Wario game is in the making for the Super NES. Sounds too good to be true. And it probably will be. 3. Street Racer is good, especially because of the four-player option but I prefer Mario Kart, me, personally. 4. I think not. 5. Nein. 6. Early December. 7. Some already are - DKC came





BOWSER ATTACK!
The King of the Koopas has invaded our city! While looking for Mario and Luigi, Bowser is destroying everything in sight! Contain the fires he has set and repair the damage before he decides to return for a second stroll through downtown.

out here a fortnight before anywhere else. Otherwise Nintendo keep talking about worldwide simultaneous releases to clamp down on the grey import market but seem to do little about it. 8. No. 9. Niet.

PLOK RULES!

Dear Andy
I'm dying to know the answers to these questions.
1. I'm allowed two games for Christmas. What should I get out of MK2, Earthworm Jim, NBA Jam and Lemmings 2?
2. Is Desert Strike any good?
3. What's the best soccer game?
4. What are the best platform games?
Jamie, Enfield

ANDY:1. My top choices from that lot would be MK2 and Earthworm Jim. 2. Yep, but it's getting a bit dated. 3. Without one shadow of a doubt Konami's International Superstar Soccer. 4. Mario World and Allstars, DKC, Earthworm Jim, Ghouls and Ghosts, Plok and Castlevania are the office favourites - especially Plok which is undergoing something of a second coming at the moment.

JOHN MAJOR

Dear Andy
Please answer the following questions because my hair's going grey.
1. Are the games on the Ultra 64 gonna be good compared to DKC?
2. Are they going to be the same sort of price as Super NES games?
3. Why the hell ain't FIFA 95 coming out? I was hoping to get it for Christmas.
4. What's better, International Superstar Soccer of FIFA International Soccer?
5. I only got a Super NES three weeks ago. Is the Super NES going to be binned like the NES because of the arrival of the Ultra 64?
6. D'you think DKC, FIFA, Bomberman 2 and Lemmings 2 are good choices for Christmas?
Jamie Boreham, Enfield

ANDY:1. Can't comment on the quality of the games but I guarantee they'll look a whole lot better. 2. If they cost any more there'd be a public outcry, rioting in the streets and questions in Parliament. 3. Because Ocean and EA don't think they can shift enough units in the face of strong competition, probably. 4. I'll stand by ISS and chin anyone who says it's not the greatest. 5. Sadly there will come a day when the Super NES will be "superceded", as Nintendo prefer to say, by the Ultra 64. Happily that day won't be for a couple of years yet. 6. Not bad, although the NMS Christmas faves would be DKC and Earthworm Jim as platform

GOLDEN GAMES

42D2

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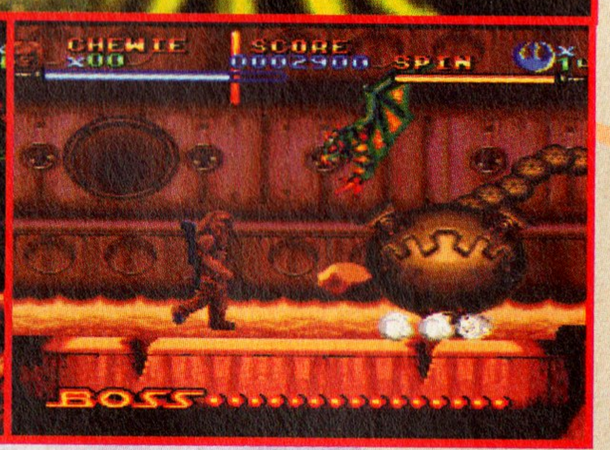
games and I'd wait until January for ISS instead of FIFA. Bomberman 2 and Lemmings 2 are both fine games too

CREEPING PAYS

Q Dear Andy
I am a Super NES owner and read your magazine every month. I especially enjoy reading the Q&A section. I hope that you will answer my questions.
1. Is DKC really worth getting?
2. My friend told me that you can get a 200cc in Mario Kart. Is the true?
3. Is there a definite release date for the Ultra 64?
4. Is it still possible for a sub £200 price tag for the Ultra 64?
5. With the graphics that Rare produced for DKC, is it possible that we might see games like Killer Instinct and Cruis'n USA in the Super NES?
6. Is the Ultra 64 going to be an add-on to the Super NES?
PS. I think that NMS should come with a free poster each issue.
Tim Clarke, Huntingdon

A ***ANDY: 1. What is this? Don't you believe our review ratings? If DKC got a stonking 97% you can be damned sure it's worth buying! 2. Ask your friend to step into the NMS offices and repeat his claim, that should sort that one out. 3. Nope, autumn next year is as specific as Nintendo are getting. 4. With Nintendo being as big and as stinkingly rich as they are, I'd say it's a racing certainty. 5. Don't think that I didn't pummel Rare with just such questions when I went to visit them recently. The bad news is that Killer Instinct will not be appearing on the Super NES, although Rare were planning to licence the DKC technology to other software houses. So games of a similar visual quality to DKC could yet appear. A 32 meg racing game would be smart but I think Cruis'n USA is a bit too huge even for the newly-expanded capacities of the Super NES. There are a couple of thousand miles of track in there! 6. No.***



PARK RANGER

Q Dear Andy
Please answer my questions or I'll wrinkle up and die.
1. Will the Nintendo VR be a seperate console or will it be plaugged into the Super NES?
2. I am choosing between MK2 and Donkey Kong Country to add to my Christmas list. Which would be a better buy?
3. I can't complete Jurassic Park on the Super NES. Can any of you highly intelligent blokes at NMS help me with a cheat or two?
4. Why does my Grandma smell of an unusual odor that cannot be described in mere mortal words?
L O Brien, Limerick

A ***ANDY: 1. The VR32, or Virtual Boy as it is known in Japan, is a table-top stand-alone jobbie and you can read all about it in our news section. I fact yuo probably already have. 2. Ooh, tricky one, both are supremely ace and I couldn't choose between the two - so I got 'em both! Try being extra nice to your Grandma and hope for the best. 3. No 4. What did I just tell you about being nice to your Gran? You can kiss that copy of DKC goodbye now...***

EA'S A JOLLY GOOD FELLOW

Q Dear Andy
Could you please answer my questions - I beg you!!!
1. Will Rugby World Cup be coming out for the Super NES?
2. If not, why?
3. Which order should I get these games in? Super Return of the Jedi, Kick Off 3, Lion King, Earthworm Jim, Donkey Kong Country and Theme Park.
4. Why do EA usually make games for the smegadrive first?
Scott Howden, Hawick

A ***ANDY: 1&2. It is unlikely that Rugby will come out for the Super NES. You've got to have a pretty safe bet on your hands before you venture into the Super NES market these days, and Rugby, as fine a sport as it is, doesn't have the mass apeal of Soccer. 3. DKC, Earthworm Jim, Super Jedi, Lion King, Theme Park and Kick Off 3 - That'd be the way I'd do 'em. 4. All EA products go through Ocean so if Ocean don't like some games, they don't get released.***

HOG CHILD

Q Dear Andy
1. I had an offer of getting A Super NES with DKC and six other games or a Nintendo with Donkey Kong Classics. I chose the NES, do you think I think I made the right choice?
2. I swapped my Game Boy for a Spectrum. Did I do the right thing?
3. For Christmas I had the choice of Magic Roundabout or Ultra 64. I chose magic Roundabout on video. Did I do the right thing?
4. Will Magic Roundabout come out on the Super NES?
Stuart Jones, Leyland

A ***ANDY: 1. I had the offer of ignoring this question and indeed the rest of this tragic attempt at humour. I chose to ignore it. I know I made the right choice...***

GOLDEN JOYSTICKS AWARDS 1995

EMAP Images honours the greatest achievements of the games industry annually with our glittering Golden Joysticks awards. These prized trophies are honoured by the industry more than any others - because they're the only awards that you, the readers, vote for. And the time has come once again for us to poll our readers. Simply fill in the form below and send it off to: Golden Joysticks 1995, c/o Marketing Department, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Every entrant for the awards is automatically entered into a special prize draw, and the winner walks away with £500 worth of software for his or her machine!

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Vote for your favourite flight simulation, driving sim, sports game... the choice is yours.

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Which arcade conversion, officially licensed title or movie tie-in appealed to you the most in 1994?

BEST LICENSED CONSOLE GAME:

BEST ORIGINAL CONSOLE GAME
What was your favourite game of the year which DIDN'T rely on an official license?

BEST ORIGINAL CONSOLE GAME:

CONSOLE GAME OF THE YEAR
Think back... back! What was your absolute favourite game this year?

CONSOLE GAME OF THE YEAR:

HAND-HELD GAME OF THE YEAR
Hand-helds are quickly becoming a major force in the videogames market. Which game do you think was the best in 1994?

HAND-HELD GAME OF THE YEAR:

SOFTWARE HOUSE OF THE YEAR
One of our most prestigious awards. Which games producer do YOU think has maintained the greatest quality and produced the best games in 1994?

SOFTWARE HOUSE OF THE YEAR:

BEST AD OF THE YEAR
A decent marketing campaign can be the make or break of a particular game or brand. Which advert in particular stood out for you? It could be a game ad, hardware ad - on TV, radio or in the games magazines.

BEST AD OF THE YEAR:

BEST ORIGINAL CONSOLE ACTION GAME
Action games are the staple diet of most console games players. This category allows you to vote for the most original, quality game.

BEST ORIGINAL CONSOLE ACTION GAME:

CONSOLE PROGRAMMER OF THE YEAR
Programmers always used to be the unsung heroes of the console industry. This award is for you to choose who think the best programmers of 1994 are.

CONSOLE PROGRAMMER OF THE YEAR:

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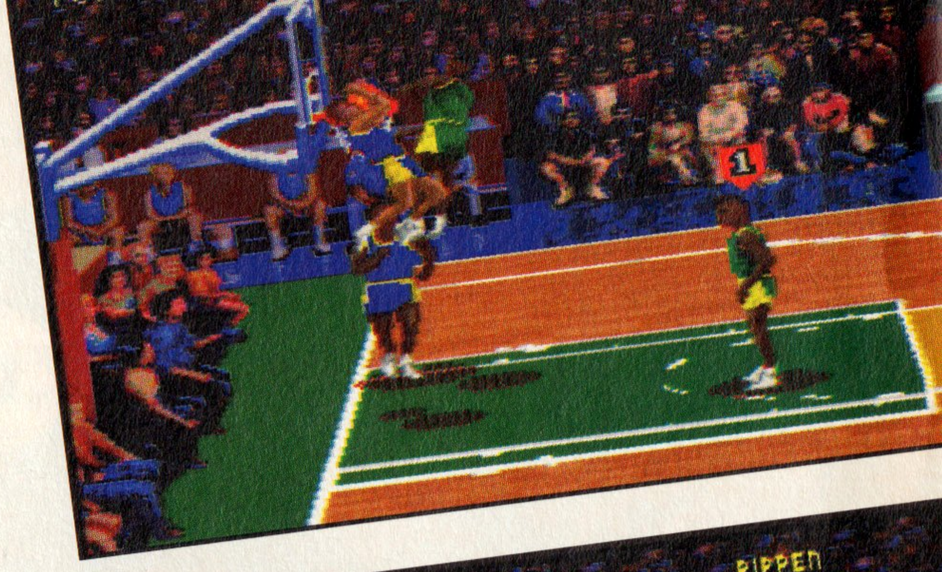
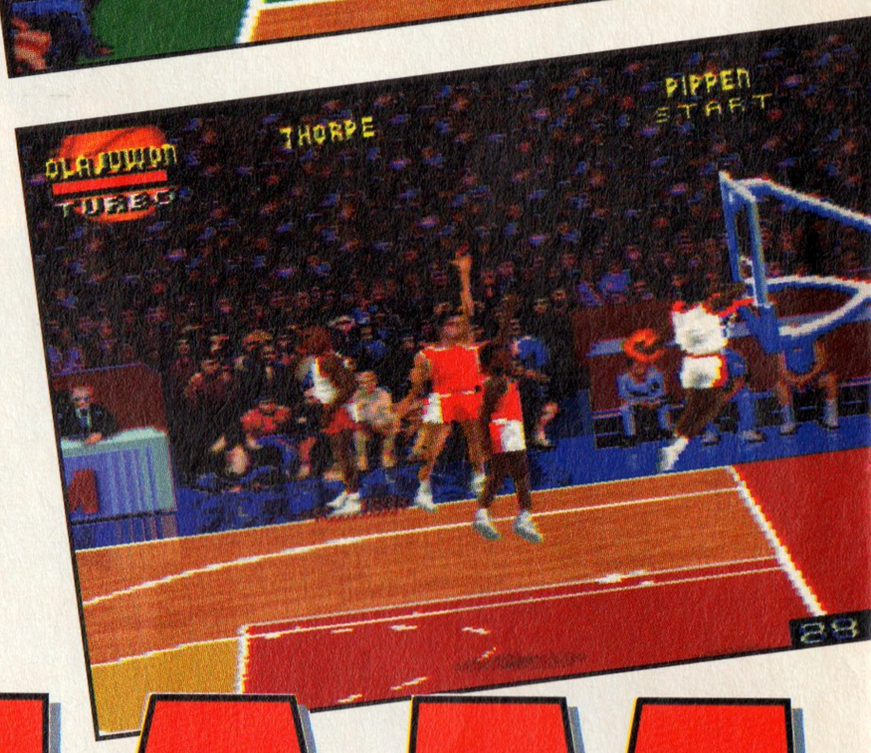
IN PROGRESS

SUPER NINTENDO ENTERTAINMENT SYSTEM





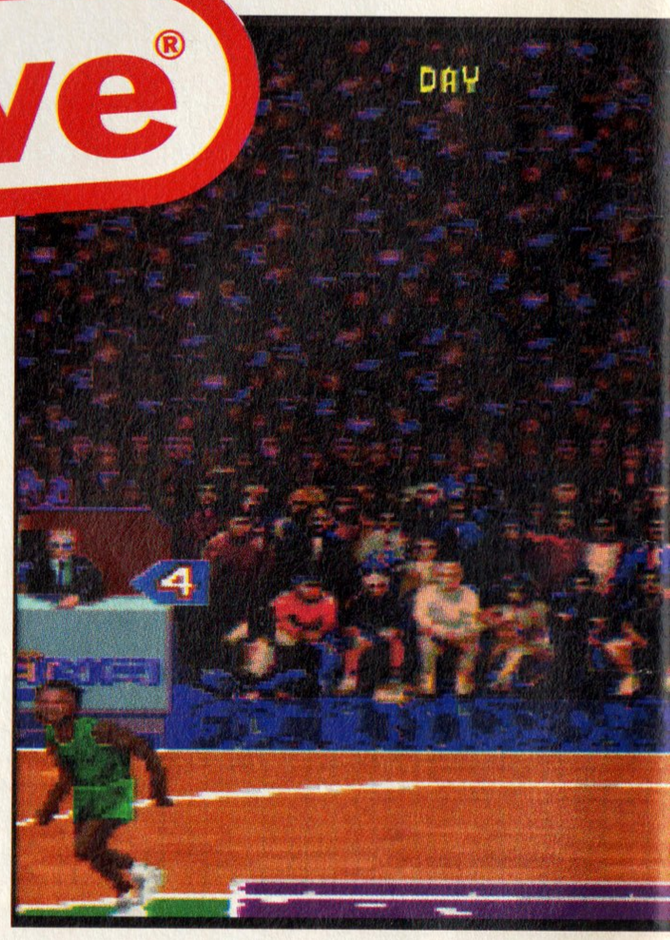
There's a long-standing argument that oft' rages in these pages about the validity of releasing sequels to games that were pretty darned good in the first instance. Many people feel that a good game should be left to age gracefully and be remembered fondly. I, on the other hand, think that if great games can be made greater still, why the heck not release them? After all no-one's forcing anyone to buy the damned things! NBA Jam is one such game - undoubtedly fab in its first incarnation and now about to be reborn in a newer and shinier form as NBA Jam Tournament Edition. And guess what? It's totally fabber thanks to improved everything. Well almost, you see the game looks pretty similar to the prequel, all the changes have been made where they count most. Anyway, I'll leave you to read all about it whilst I sneak off for another go.

NBA JAM TOURNAMENT EDITION

Exclusive®

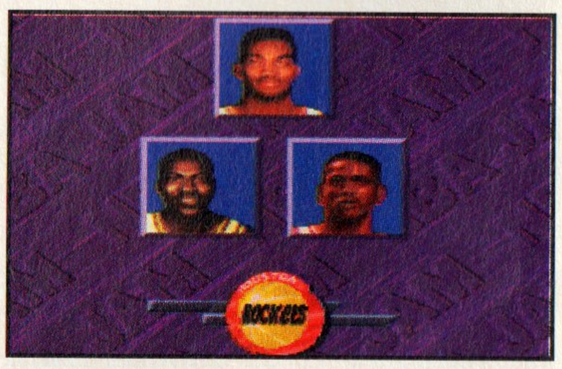
POWER SHOWER

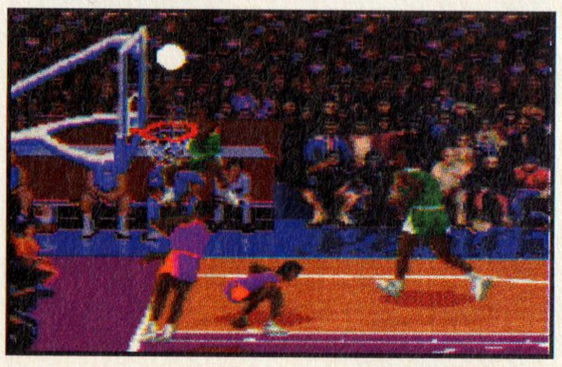
One of the most impressive and newest features of NBA Jam Tournament Edition is the option to have players pick up Power-ups throughout the game. These occur in the form of discs that litter the court, appearing and disappearing at random - and usually in spots that you've just turboed past too. Once collected, these power-ups enable players to perform several new and exciting things. Powered-up Players may have increased chances of making unlikely court-length three-pointers, have permanent On-Fire, better blocking or stealing capabilities and there's even a sort of earthquake one that makes everyone else on the court fall on their lanky asses except you. Truly most top!

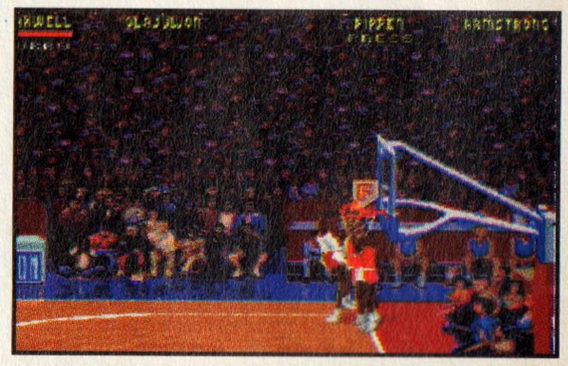


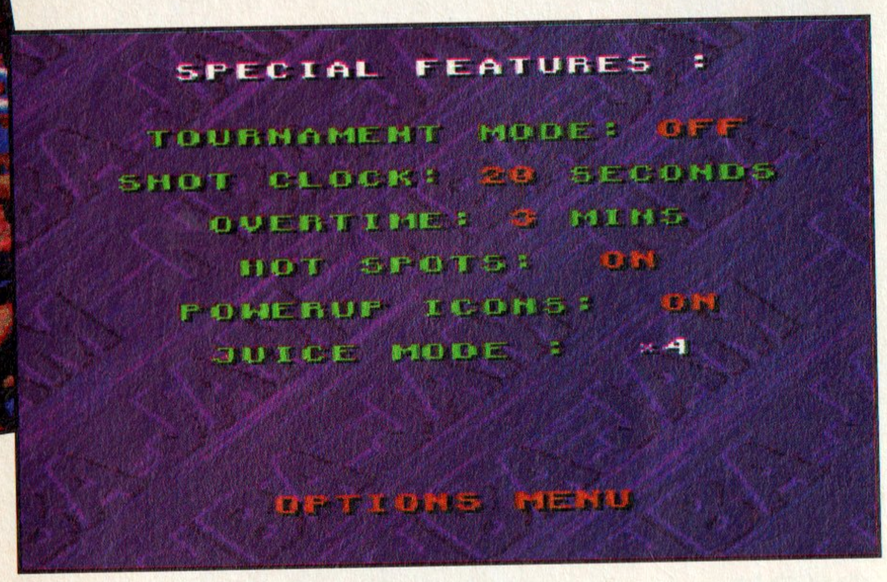
MOD SQUADS

Remember those days of old when all a player had a choice of was a measly two characters per team? Crap weren't they? Good job then that NBA Jam Tournament Edition has at least between three and five all-star players per squad and gives players the option to chop and change those squad members in every way possible. Better still players are able to make substitutions at the end of each quarter so as to keep their teams the freshest and most minty-tasting. Or summink.



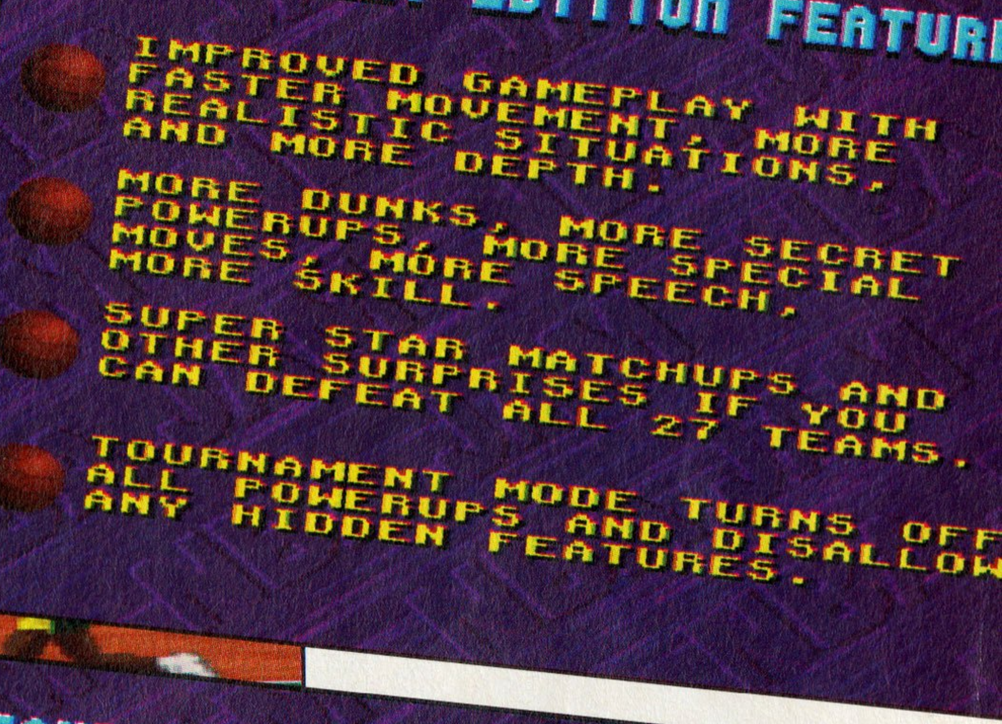






JUICE ON THE LOOSE

Another one of those great-but-elusive items that players of the old Jam had to cheat in order to locate was the Juice Mode that enabled the characters to hare around the court at trainer-burning speeds. And actually making this cheat work was something of a feat of joypad acrobatics in itself. It is indeed most lucky, then, that Tournament Edition has this Juice option fitted as standard - and then some! You see all-new Tournament Edition has actually got four, count 'em, levels of Juice ranging from Turbo-Nutter-Essex-Boy-Racer through to Paul-Davies-In-Rush-To-Buy-Latest-Kirby-Game speed. Which, when you think about it, is very fast indeed.


TOURNAMENT EDITION FEATUR
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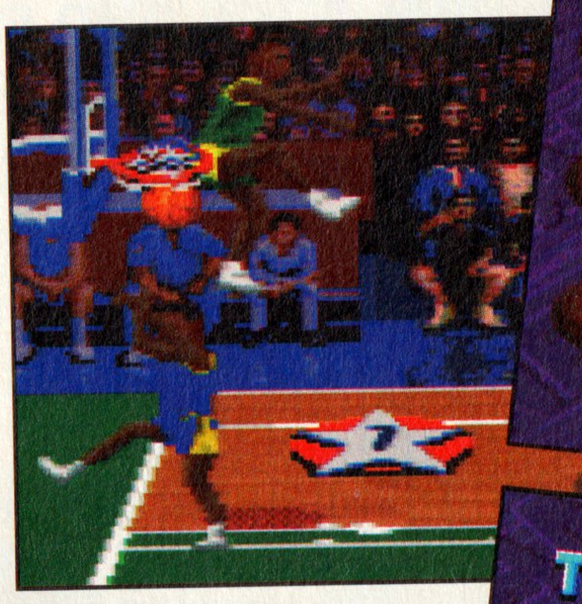
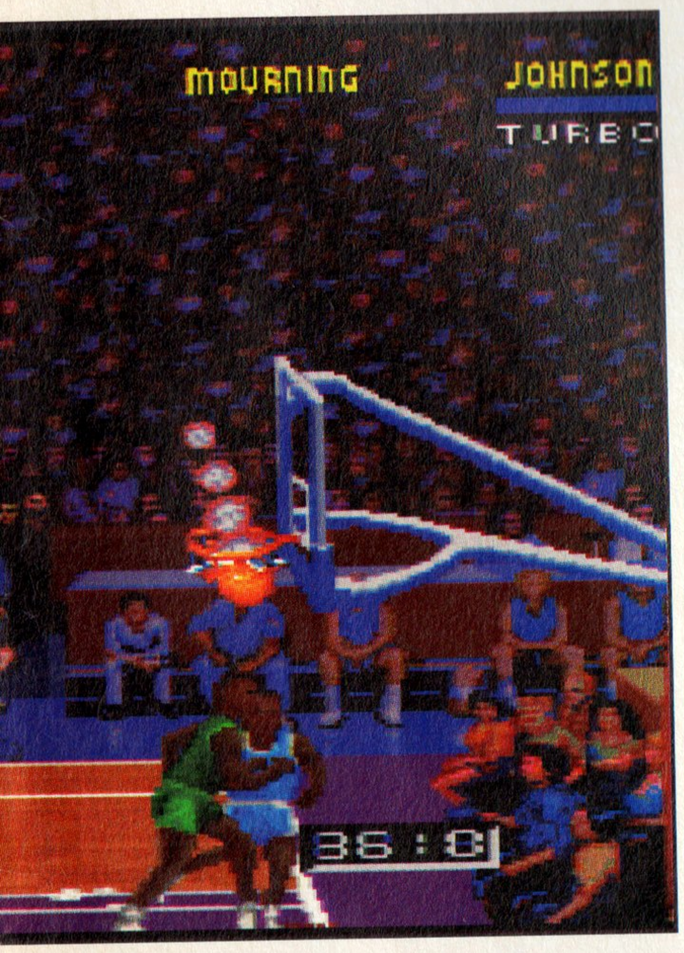
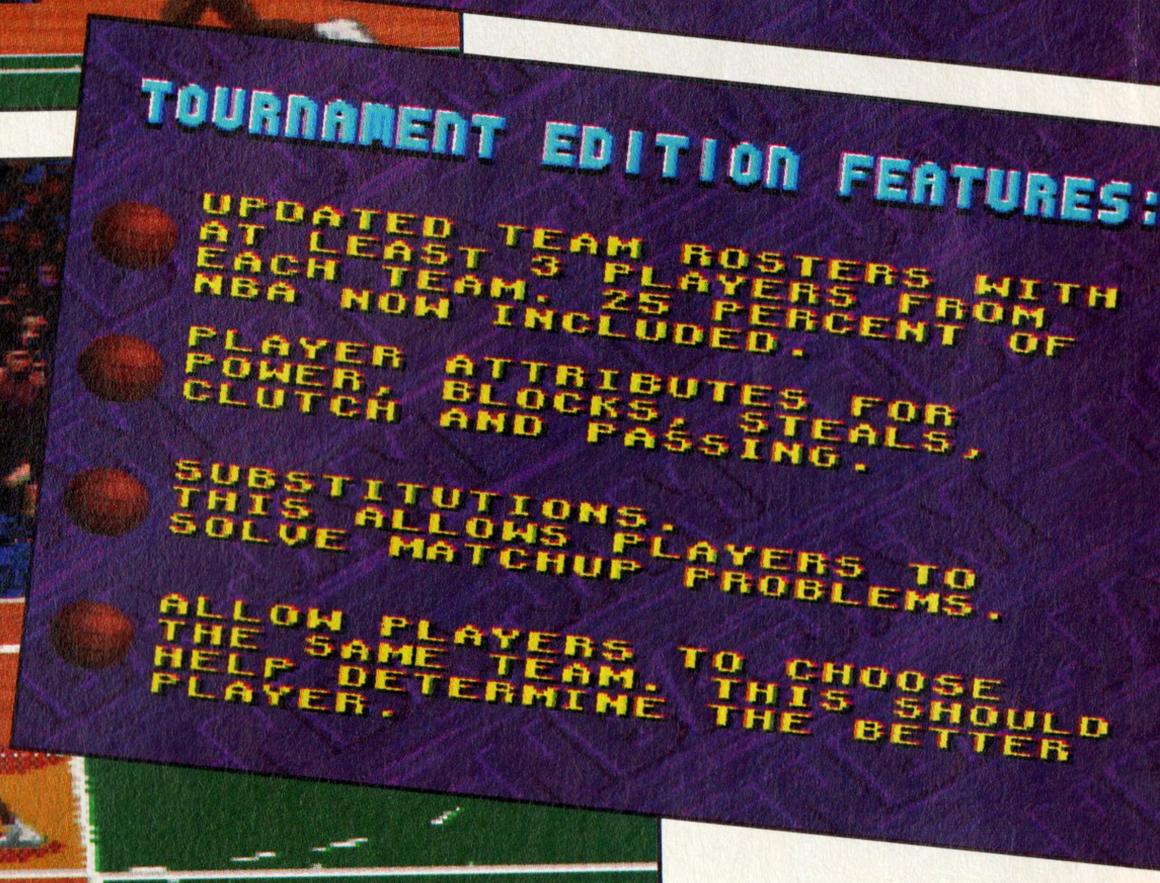
TOURNAMENT MODE TURNS OFF ALL POWERUPS AND DISALLOW ANY HIDDEN FEATURES.

CALL ME SPOTTY

Blimey! Another new and exciting feature! In the original NBA Jam, players had to activate a special cheat in order to perform the most outrageously lengthy dunks. Pah! That's old fashioned mate. In this game mysterious Hot Spots appear, er, mysteriously in various locations around the court. Hit one of these at full pelt, press the shoot button and watch your player fly the length of the court before slamming it home in a most dunk-tacular manner. Also players have the added option of being able to be able to see these elusive items - they appear as stars - or to have them invisible, so it's more of a pleasant surprise when one is located. Marvellous innit!



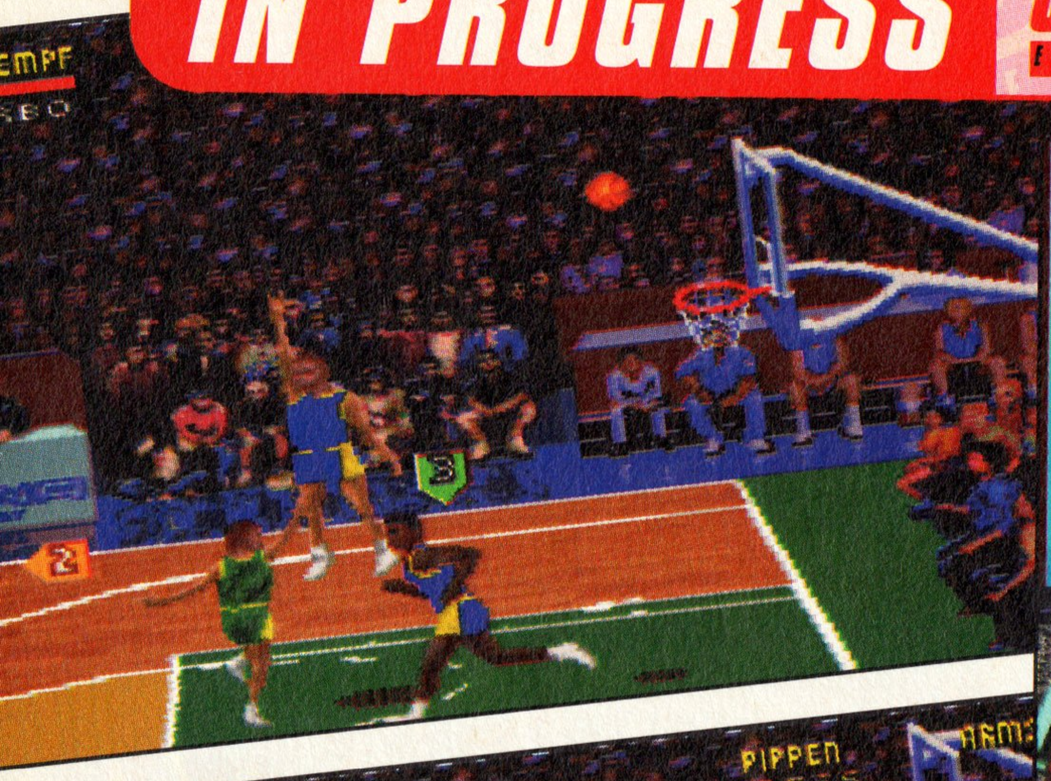


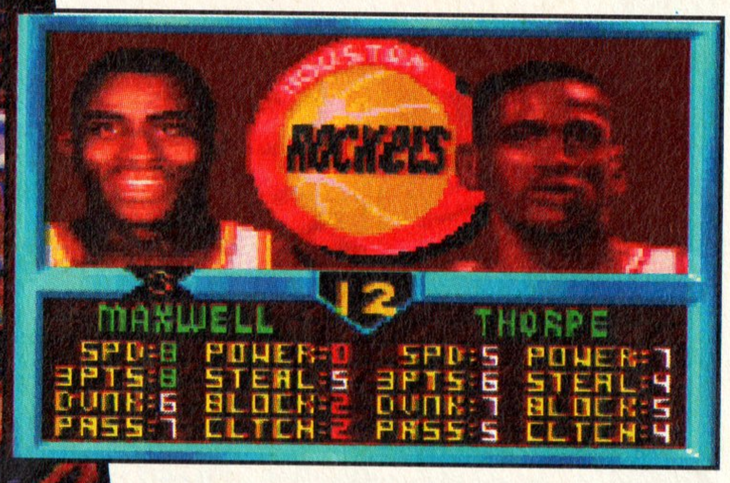

TOURNAMENT EDITION FEATURES:
UPDATED TEAM ROSTERS WITH AT LEAST 3 PLAYERS FROM EACH TEAM. 25 PERCENT OF NBA NOW INCLUDED.
PLAYER ATTRIBUTES FOR POWER, BLOCKS, STEALS, CLUTCH AND PASSING.
SUBSTITUTIONS. THIS ALLOWS PLAYERS TO SOLVE MATCHUP PROBLEMS.
ALLOW PLAYERS TO CHOOSE THE SAME TEAM. THIS SHOULD HELP DETERMINE THE BETTER PLAYER.

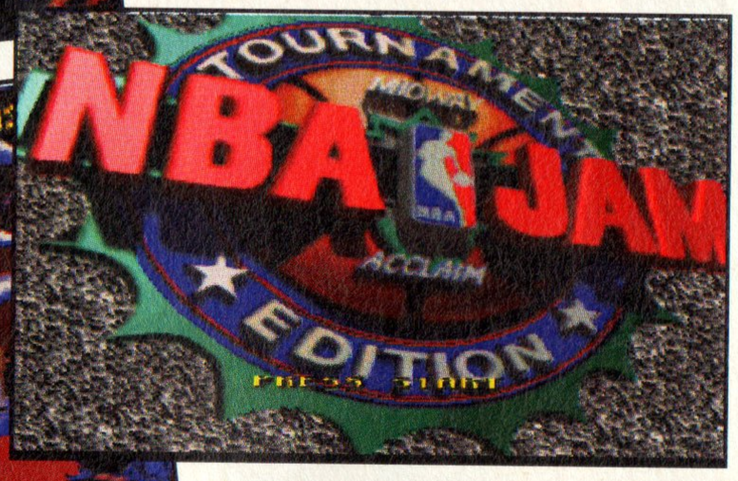
THE BEST BASKETBALL GAME EVER IS BACK!
IT'S BETTER THAN IT WAS BEFORE!
ANDY'S STOPPED WORKING COMPLETELY!

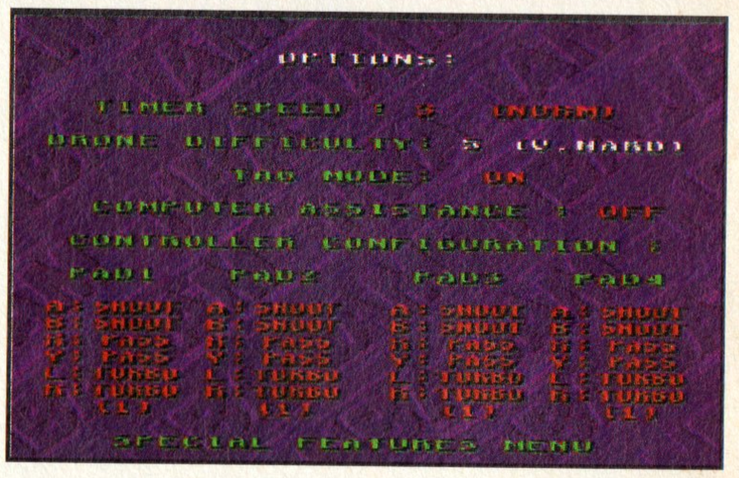
IN PROGRESS

SUPER NINTENDO ENTERTAINMENT SYSTEM



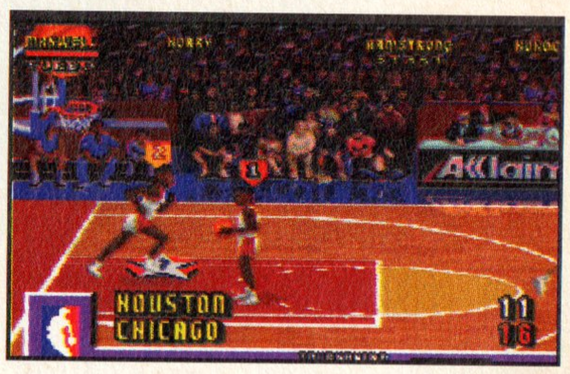


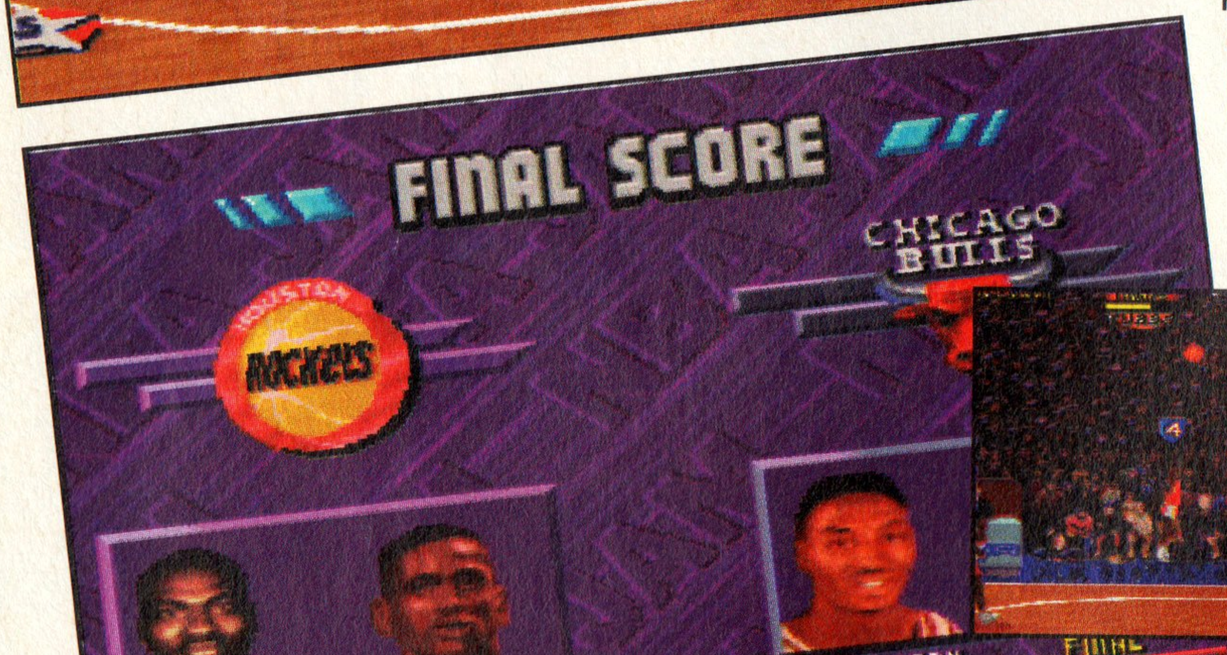




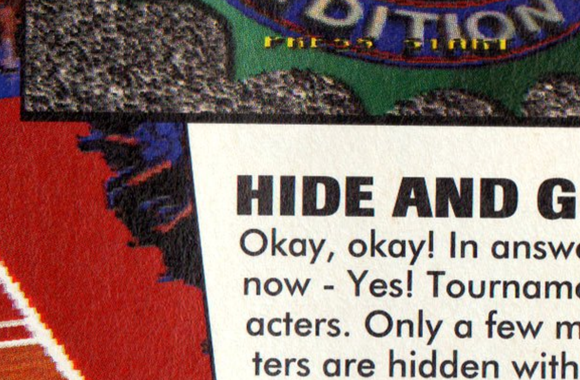
HIDE AND GO SEEK

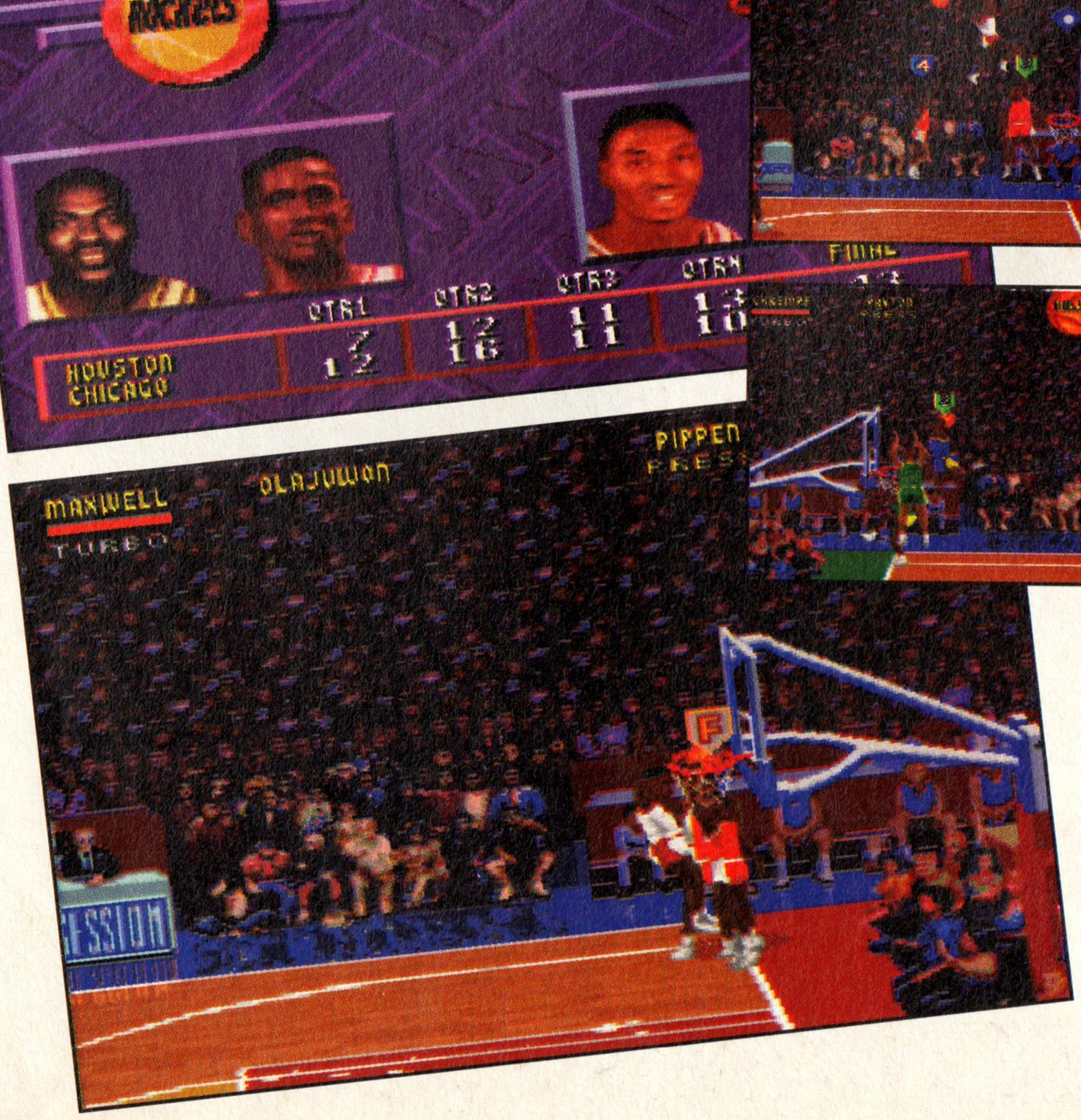
Okay, okay! In answer to the question you're all most probably asking by now - Yes! Tournament Edition most emphatically **does** have hidden characters. Only a few mind - **33!** That's right 33 of your Earth secret characters are hidden within this most blessed cart. Who are they? What are they? Do they include Michael Jordan, Raiden and Godzilla? What're you asking me for? This is only a Work In Progress and they wouldn't tell me. So guess we'll all have to wait until the cart is released early next year. Perhaps they'll accept a large cash bribe...

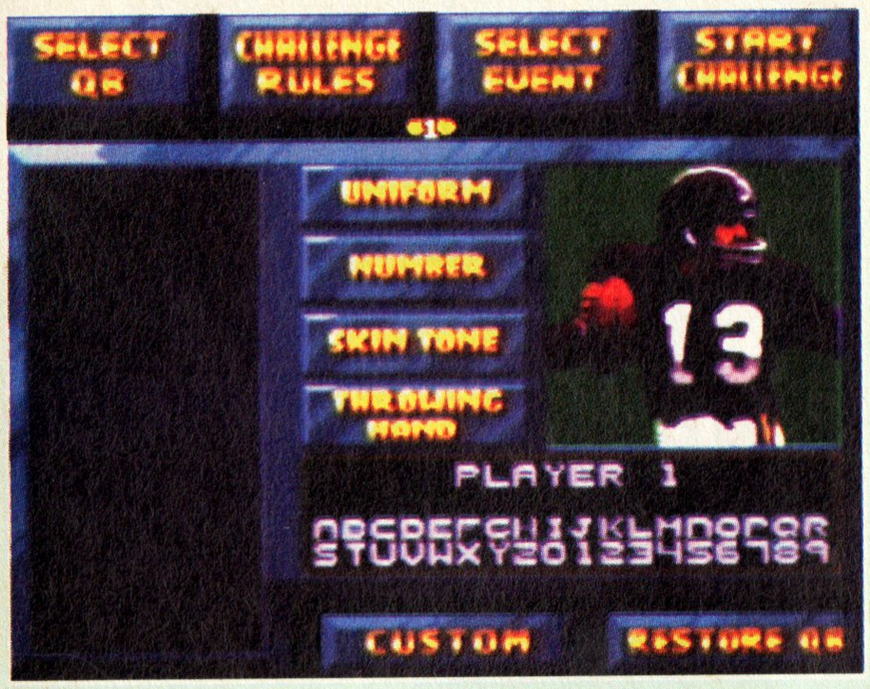




(ABOVE) Here's a bit of a mystery! Just what or who lurks behind the curious question marks on the Team Select screen? Hmmmm....



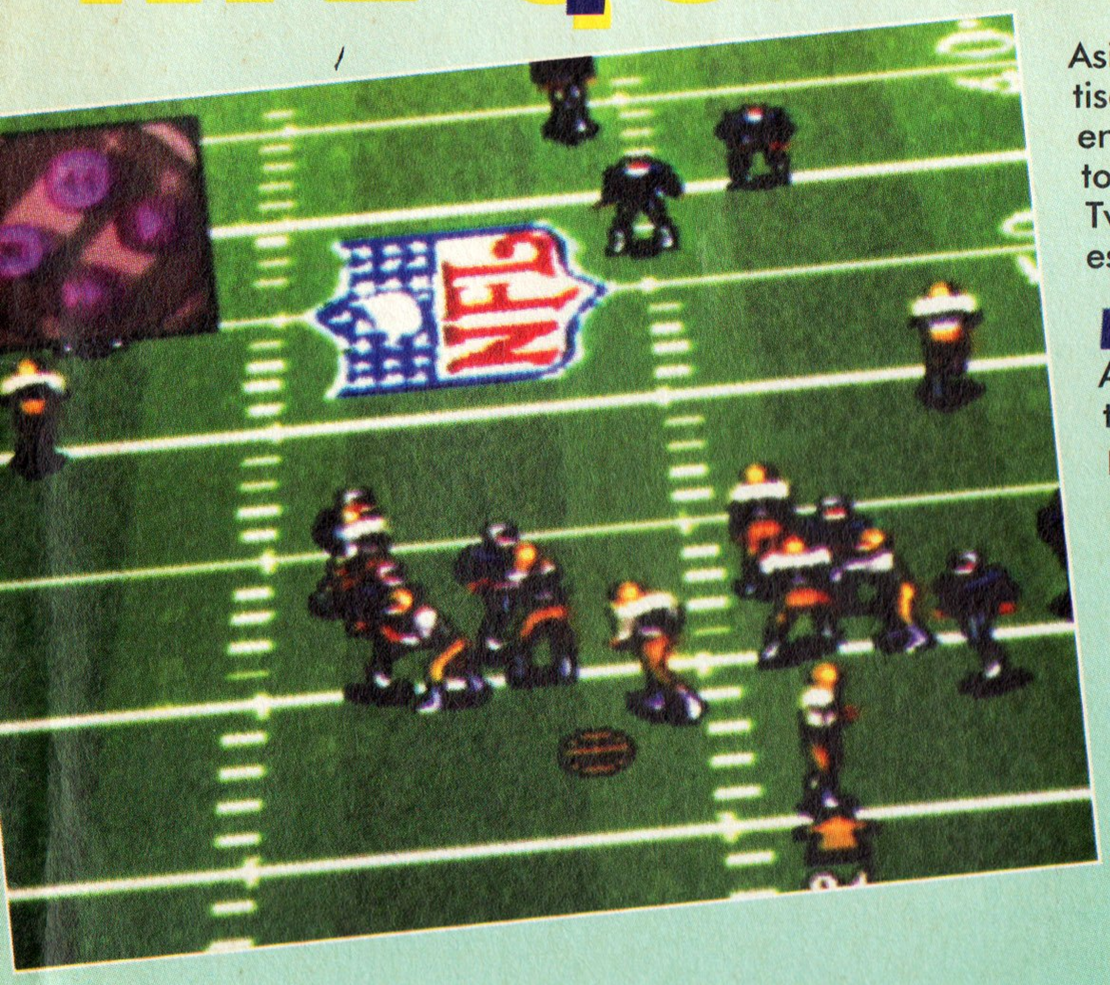




IN PROGRESS

Following the smash success of NBA Jam on every format known to mankind, Acclaim have added another string to their sports titles bow in the form of NFL Quarterback Club. Hoping to capture the spirit and excitement of the real thing, the cart also includes special one-off options to transform the action from purely sports sim to console game. Viewed from a 35 degree over the shoulder angle, the action scrolls in time with on-field developments. But to really set the football fans tongues wagging, players can select from 20 of the NFL's greatest quarterbacks – Troy Aikman, Randall Cunningham, and John Elway, to mention but a few. The sacking review will shotgunning its way to a future NMS real soon.

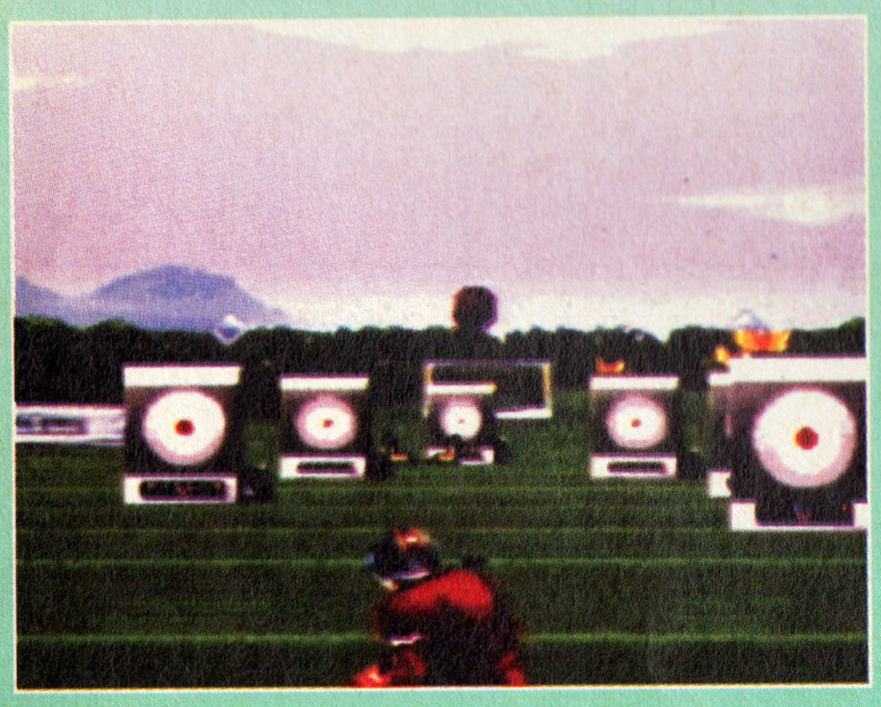
NFL QUARTERBACK CLUB

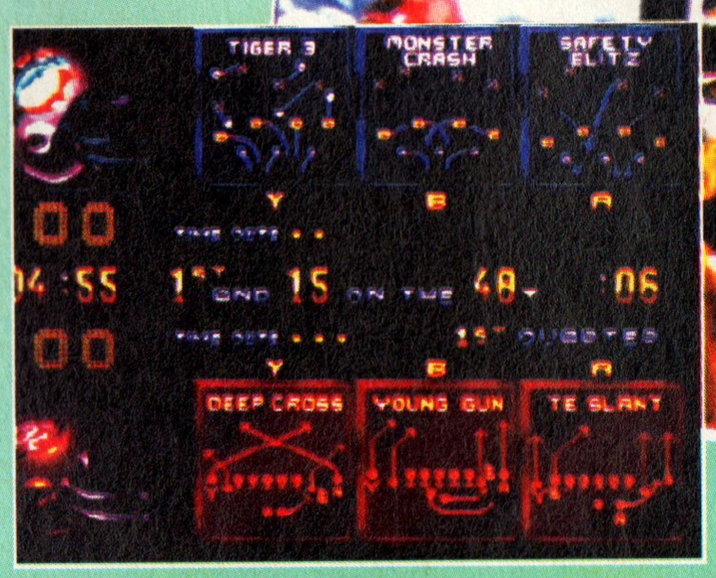


Aside from the traditional field based gameplay, there are also the options to practise your quarterback skills in simulations. The Quarterback Challenge tests the talents of all the quarterbacks over passing accuracy and speed, allowing you to customise player from the stats. Another exclusive feature is available thorough the Two Minute Situation Simulator, where you play the dying minutes of clinch matches, and hopefully defeat the odds in time to save the day.

WHEN IT RAINS IT POURS

American Football isn't all sunshine and eating popcorn. More often's the case that a match played in the northern states are held on snow covered or sodden pitches. To add the the realism once more, the programmers have accounted for the most extensive weather ever!





ACCLAIM'S ANSWER TO MADDEN!
FIVE PLAYER FOOTBALL ACTION!
24 MEG OF LIFELIKE DIGITISED IMAGES!

SUPER STREET FIGHTER

NMS RECOMMENDED

FORMAT: SUPER NES
BY: CAPCOM

Strictly for Street Fighter die-hard nutters only. This is by far the most perfect home conversion of the brilliant Street Fighter series and feature all the characters and all the moves of the arcade original. However, Capcom should have waited a few months and rewarded us with Turbo X rather than give us second best. Also, Super is being distributed through Future Zone outlets only but, hey, it's not as if there isn't a Future Zone in most major towns or anything, so stop your moaning.

THE ADVENTURES OF BATMAN AND ROBIN

FORMAT: SUPER NES
BY: KONAMI

The ideal Christmas present for fans of Batman: The Animated Series and hardcore games players alike. A faultless representation of the television series, featuring favourite villains Catwoman, Scarecrow and Two Face plus many other key characters. Platform games don't get much slicker than this.

ALIEN OLYMPICS
BY: OCEAN
FORMAT: GAME BOY
Track and Field meets Day of the Tentacle! Ocean had the basic premise for a great sports simulation that would have satisfied any serious person with athletic fingers and decided to have a lot more fun with it instead. Not bad. Not brill.

DESERT STRIKE
BY: OCEAN
FORMAT: GAME BOY
Clever translation of a large, complex 16-bit shoot 'em up, pared down for play on the Super Game Boy. It's a great game for those who want to enjoy this kind of action on the move but a pointless exercise for those who already own the original Super NES version.

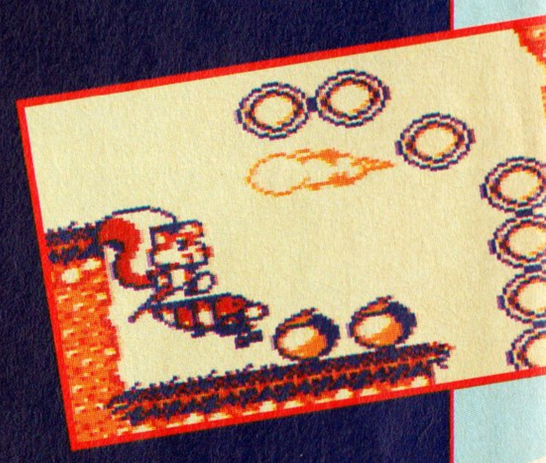
FIFA GAME BOY
BY: THQ
FORMAT: GAME BOY
A direct port from the Megadrive on to the Game Boy, believe it or not. Problem is the kind of refining necessary to make it all run smoothly on the comparatively limited hardware hasn't been achieved to its full potential.

GAME BOY GALLERY
BY: NINTENDO
FORMAT: GAME BOY
Tired of reading the latest William Gibson novel? Try a Peter and Jane book instead. Bored of Link's Awakening and can't stand the complexities of Monster Max any longer? Game Boy Gallery is for you. Next generation no-no - retro-gaming heaven!

JORDANS ADVENTURE
BY: OCEAN
FORMAT: SUPER NES
Michael Jordan that it is. Any excuse to have the Basketball pro star in a video game, and this one is making the most of some pretty average platform puzzles with a mystic ball as a weapon. Die Hard Jordan fans only.

MADDEN '95
BY: THQ
FORMAT: GAME BOY
An extremely good attempt at recreating the classic Madden series on Game Boy. A little hard to see at times but the mechanics are there. Excellent for brushing up on game play strategies while journeying over to a mate's house for a challenge.

MR NUTZ
BY: OCEAN
FORMAT: GAME BOY
Amazingly similar to the Super NES original, which we liked a lot, Mr Nutz Game Boy is a platform game with lots of secrets to find and screen-size baddies to battle. Ocean are known for platform games and this is one of their best.



ERAM OUT NOW

PITFALL

NMS RECOMMENDED

FORMAT: SUPER NES
BY: ACTIVISION

Amazing revamp of the Atari VCS 2600 classic - if you can remember that far back. And if you can't it's in there too as one of the many surprises found when you explore the luscious Jungle glades thoroughly enough. Benefits hugely from contributions by Hollywood producers.

SYNDICATE

NMS RECOMMENDED

FORMAT: SUPER NES
BY: BULLFROG

Magnificent, cyber-punk strategic showdown pitching cyborg against cyborg in violent struggles to secure turf for exploitation. Confusing, huh? Not at all! This is the most fun you can have with a gang of hoods without getting hurt for real.

NBA LIVE '95

BY: ELECTONIC ARTS
FORMAT: SUPER NES
A thinking man's Basketball game and the only real alternative to NBA Jam in the fun stakes. Multi-tap compatible, intense and precise to control. No nonsense, honest-to-goodness feel great action all the way.

NHL '95

BY: ELECTRONIC ARTS
FORMAT: SUPER NES
More of the same thing that has been on offer since 1993. It's the truth. Nevertheless, dedicated fans of the most brutal sport outside of a boxing ring are guaranteed to appreciate the revised stats and team rosters. But then EA knew this all along.

RISE OF THE ROBOTS

BY: MIRAGE
FORMAT: SUPER NES
With only one character to control in one-player mode, a similarly limited two-player option and a distinct lack of fluidity to the game play, Rise is only elevated long enough to impress with some cool presentation before taking a huge fall.

TINY TOON ADVENTURES: WACKY SPORTS

BY: KONAMI
FORMAT: SUPER NES & GAME BOY
One of these games is not like the other, one of these games is not the same. One of these games is not like the other, now it's time to play... Super NES Wacky Sports. Not the Game Boy version at all 'cause it's a bit poor. Boo!

HELLO BOYS!

Look deep into her eyes and tell her that you love her. Whisper sweet nothings in her ear. Promise her anything. Promise her that you'll buy NMS next month. Promise that you'll tell her all about the in-depth looks at Killer Instinct and Cruis 'n USA; The reviews of Ultimate Parodius, Super BC Kid, Art Of Fighting 2, True lies, Stargate, Tetris 3, Wario Blast, Kirby's Avalanche, Illusion of Time and Uni Rally. Don't forget to mention the special features on Hudsonsoft and Gary's trip to Japan. Promise her all these things and more, and she might - just might - not pull your head off!

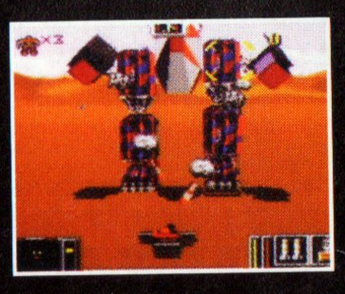
ISSUE 29 OF NMS IS ON SALE JANUARY 19, PRICE £2.45.

BUY IT. DON'T MAKE HER ANGRY.

VORTEX

SUPER FX

A STORM'S COMING



VORTEX - 93%

"AN ESSENTIAL BUY" "SUPERLATIVE BLASTING ACTION INDEED" "BUY YOU FOOLS BUY" "YES, IT'S BETTER THAN STARWING"

NMS

SONY ELECTRONIC

SUPER NINTENDO ENTERTAINMENT SYSTEM

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SUPER NINTENDO™
ENTERTAINMENT SYSTEM

JAGUAR™
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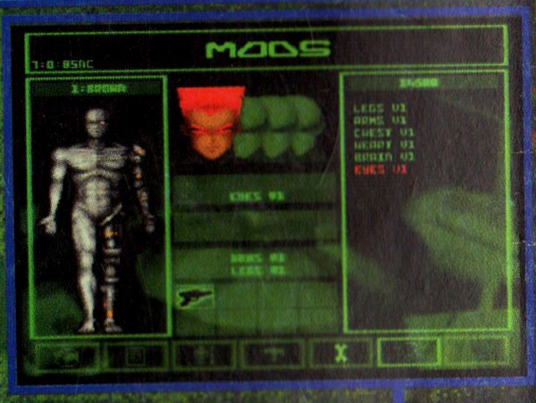
INTERACTIVE MULTIMEDIA SYSTEM

In the dark and forbidding cities of tomorrow, crime Syndicates compete for global domination. As a Syndicate executive it's your mission to expand the Syndicate's empire, arming cyborg agents to the teeth and bringing chaos to the city streets.....

• Battle for global domination in 50 missions

•Storm through futuristic living cities, and spreading destruction



• Tool up your agents with Uzis and shotguns
• Research and develop better weapons

•Modify your Cyborgs with extra powerful limbs
•Stunning action-sensitive music

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